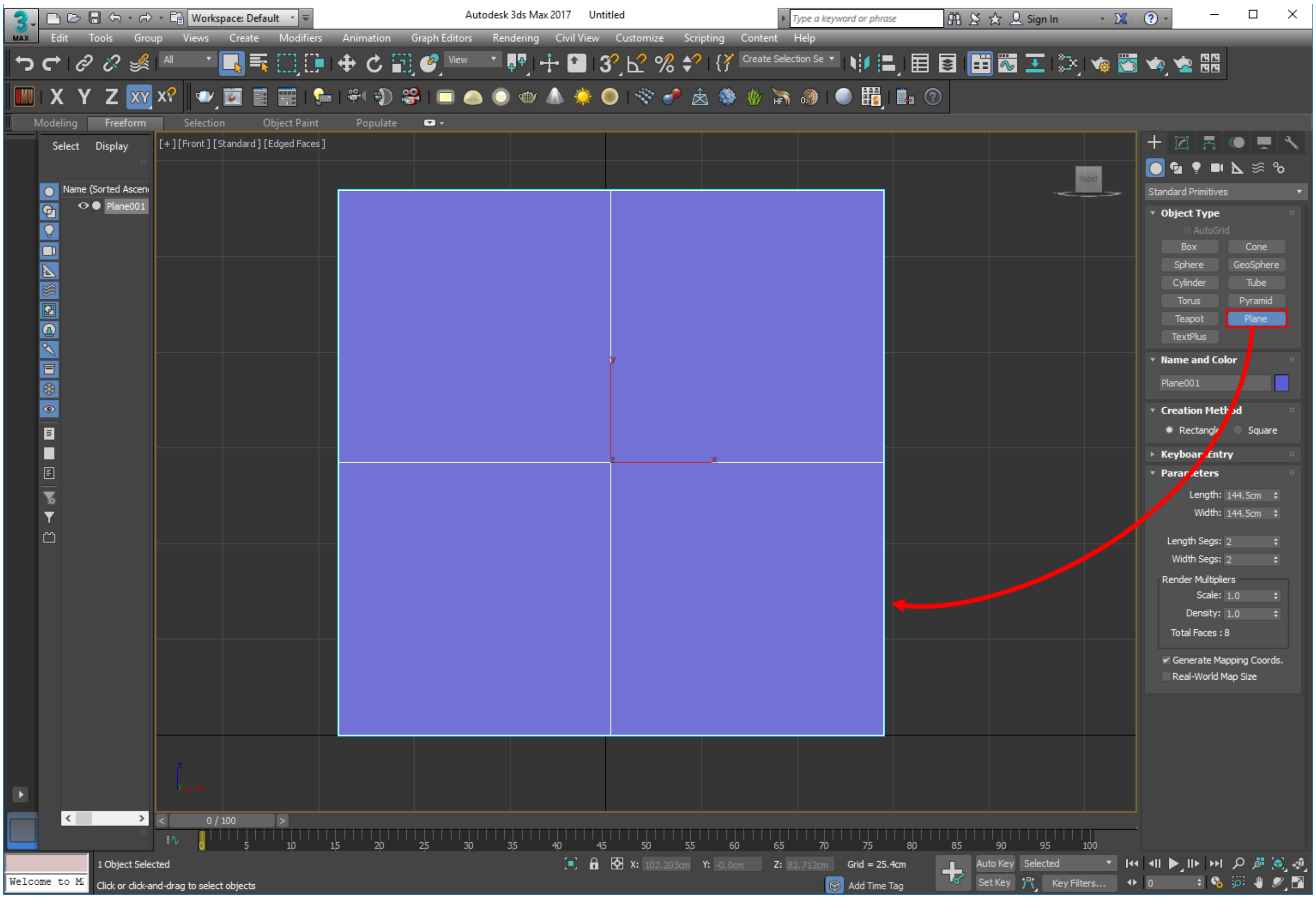
Polymer Clay Journal Owl

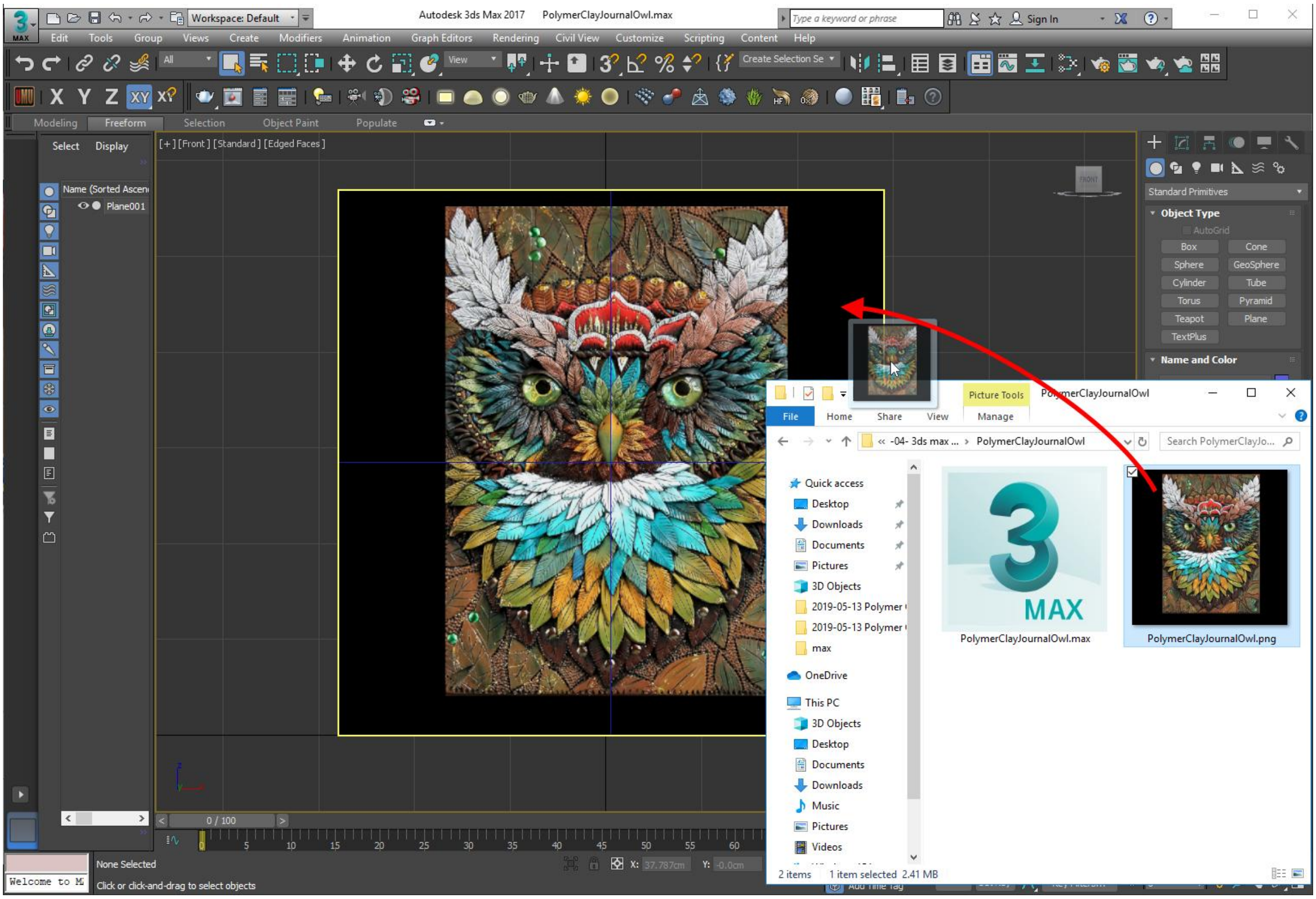
Original: Aniko Kolesnikova
http://www.mandarin-duck.com/2014/06/starry-eyed-native-americal-style-owl.html
https://www.youtube.com/watch?v=QR0l8Gbc6W8

Software using:
3ds max, Photoshop and Substance Painter

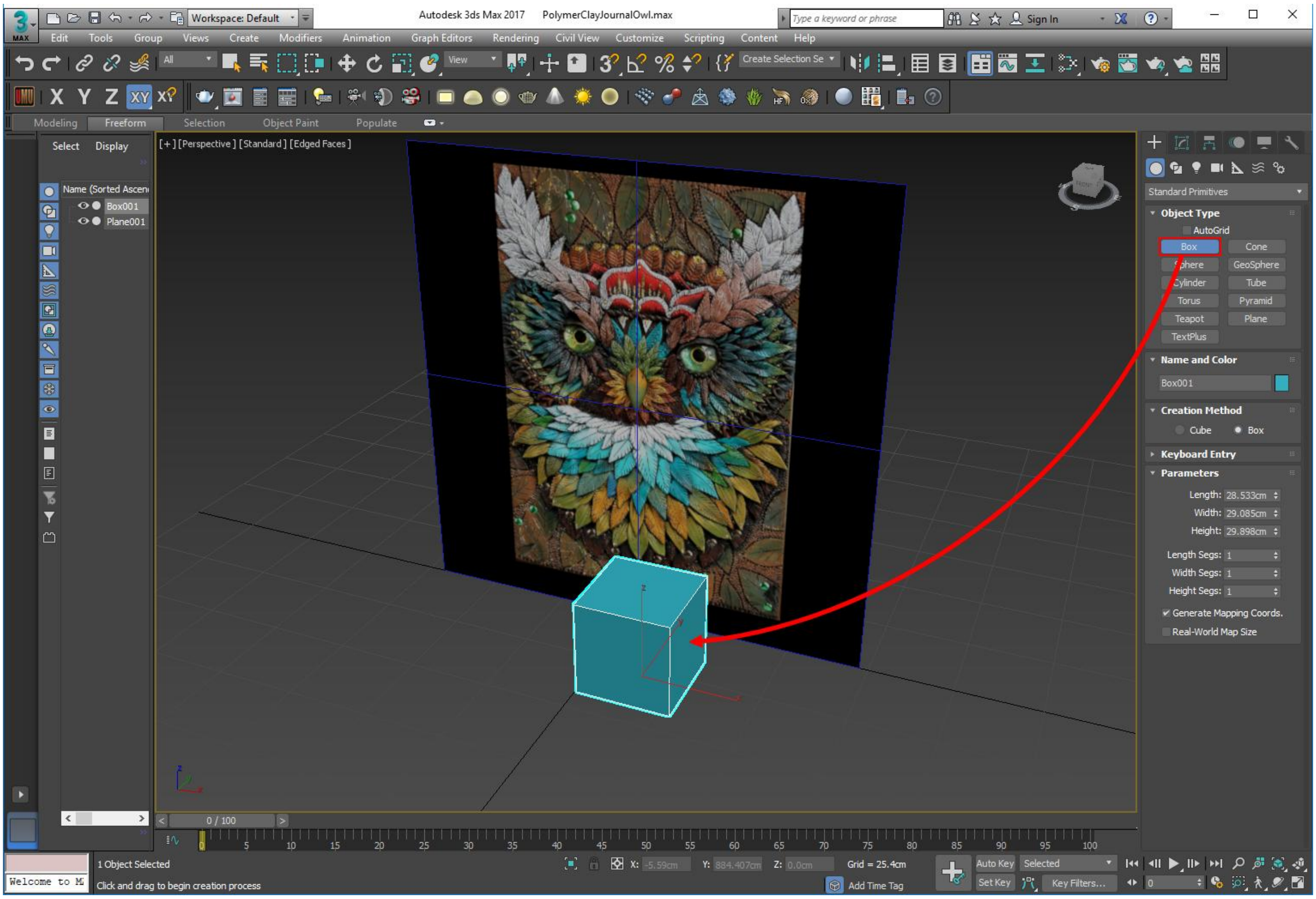
1. Open 3ds Mx and create a Plane



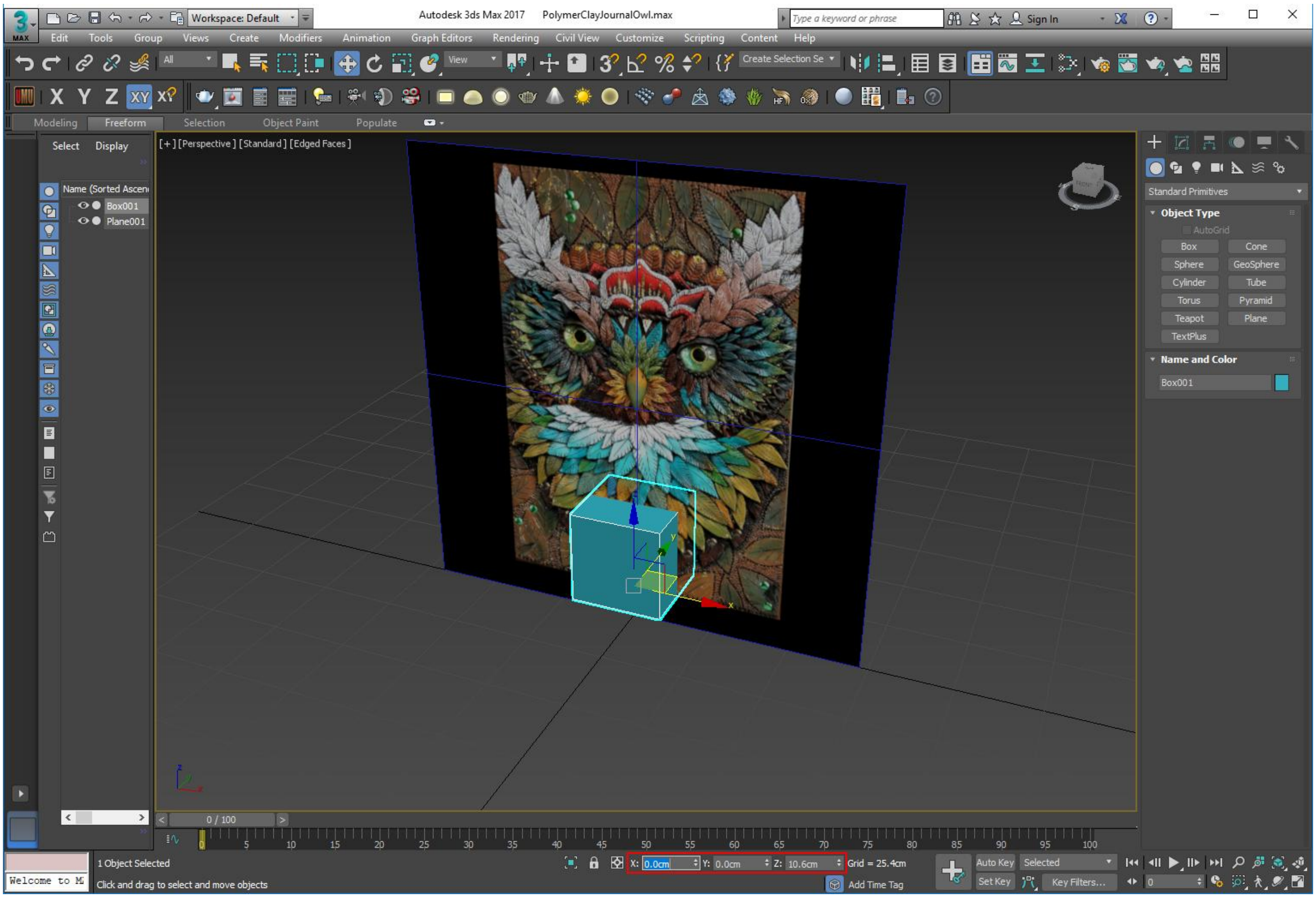
2. Import picture into plane



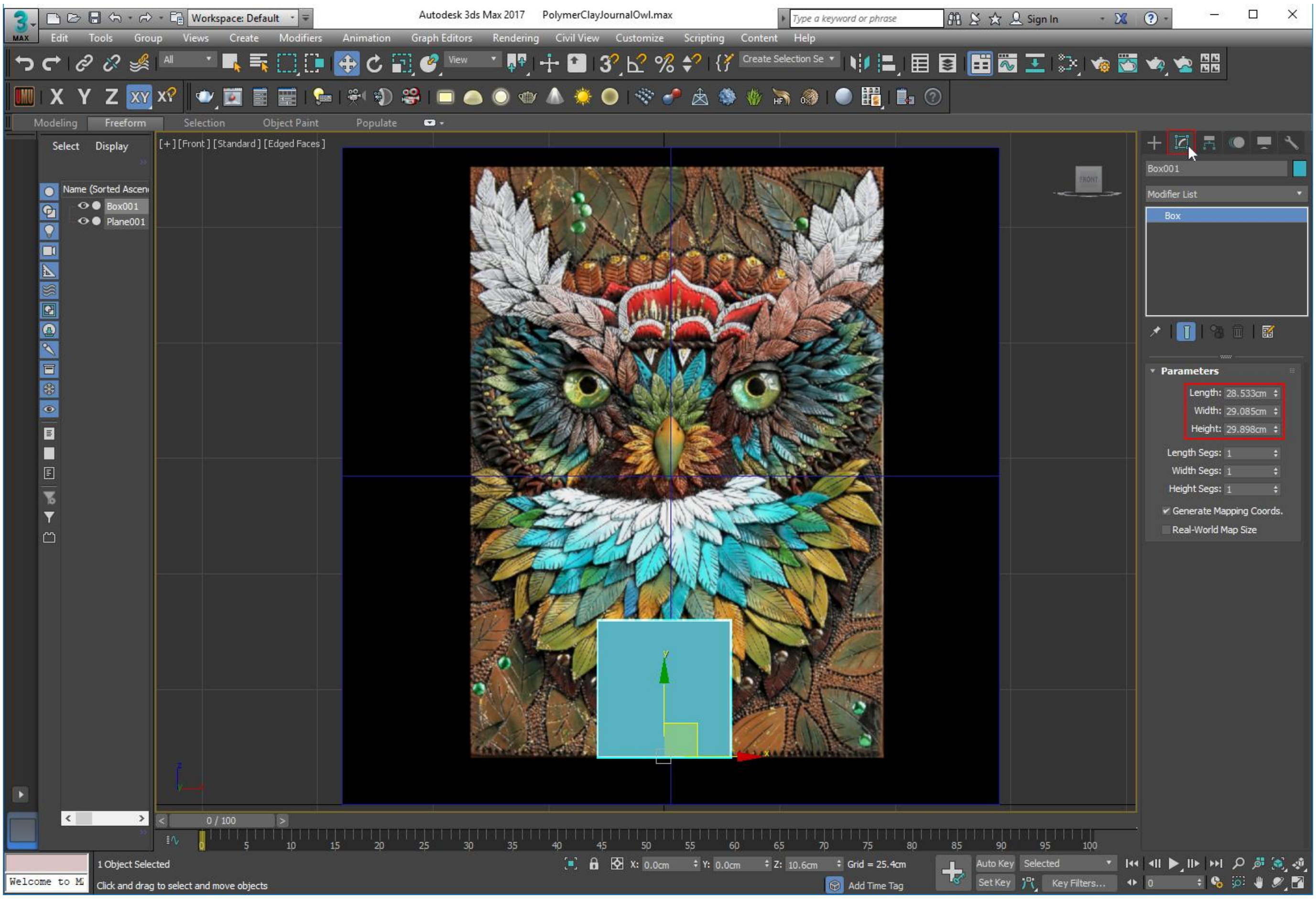
3. Create a box (for making book/journal)



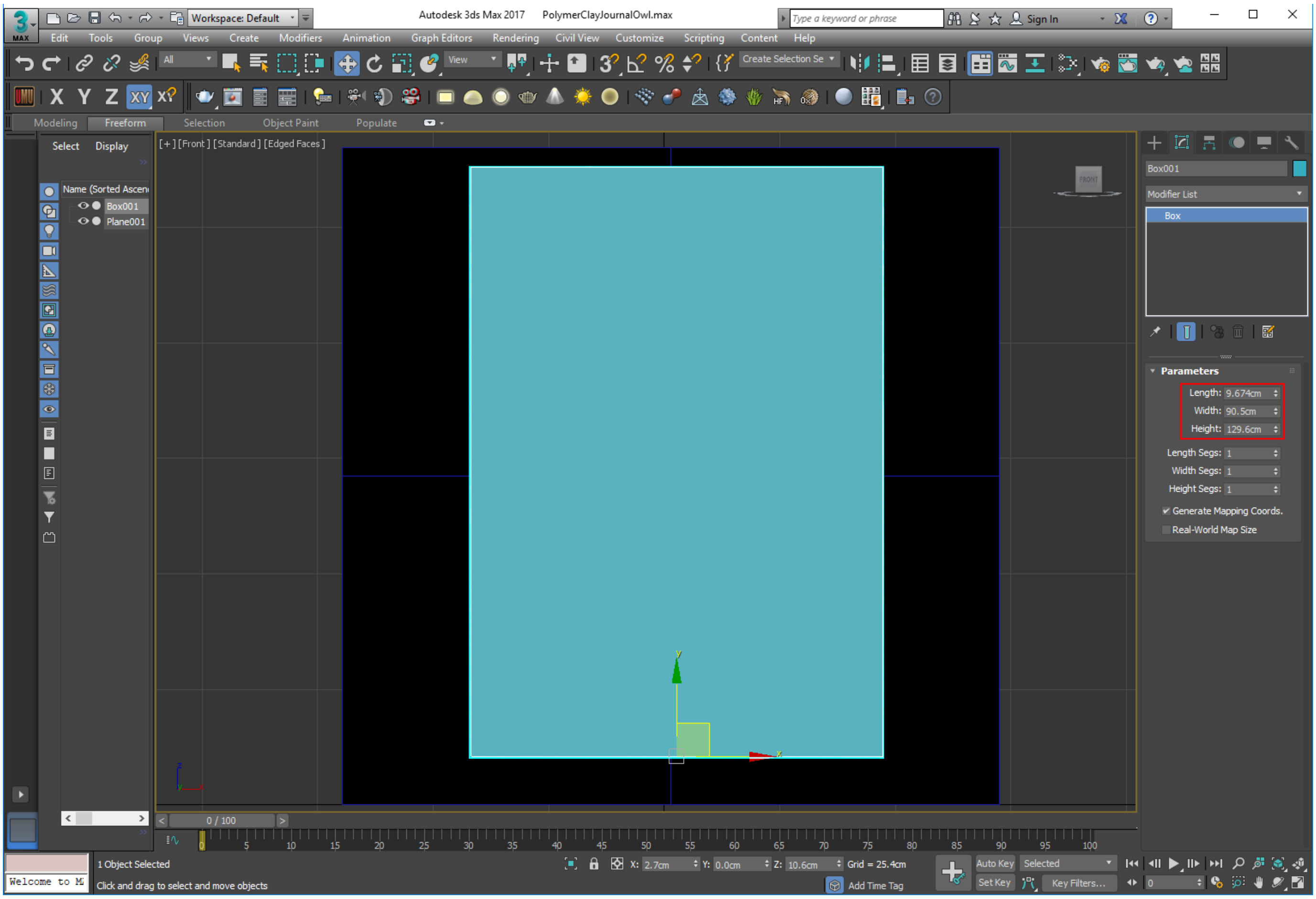
4. Adjust box to center



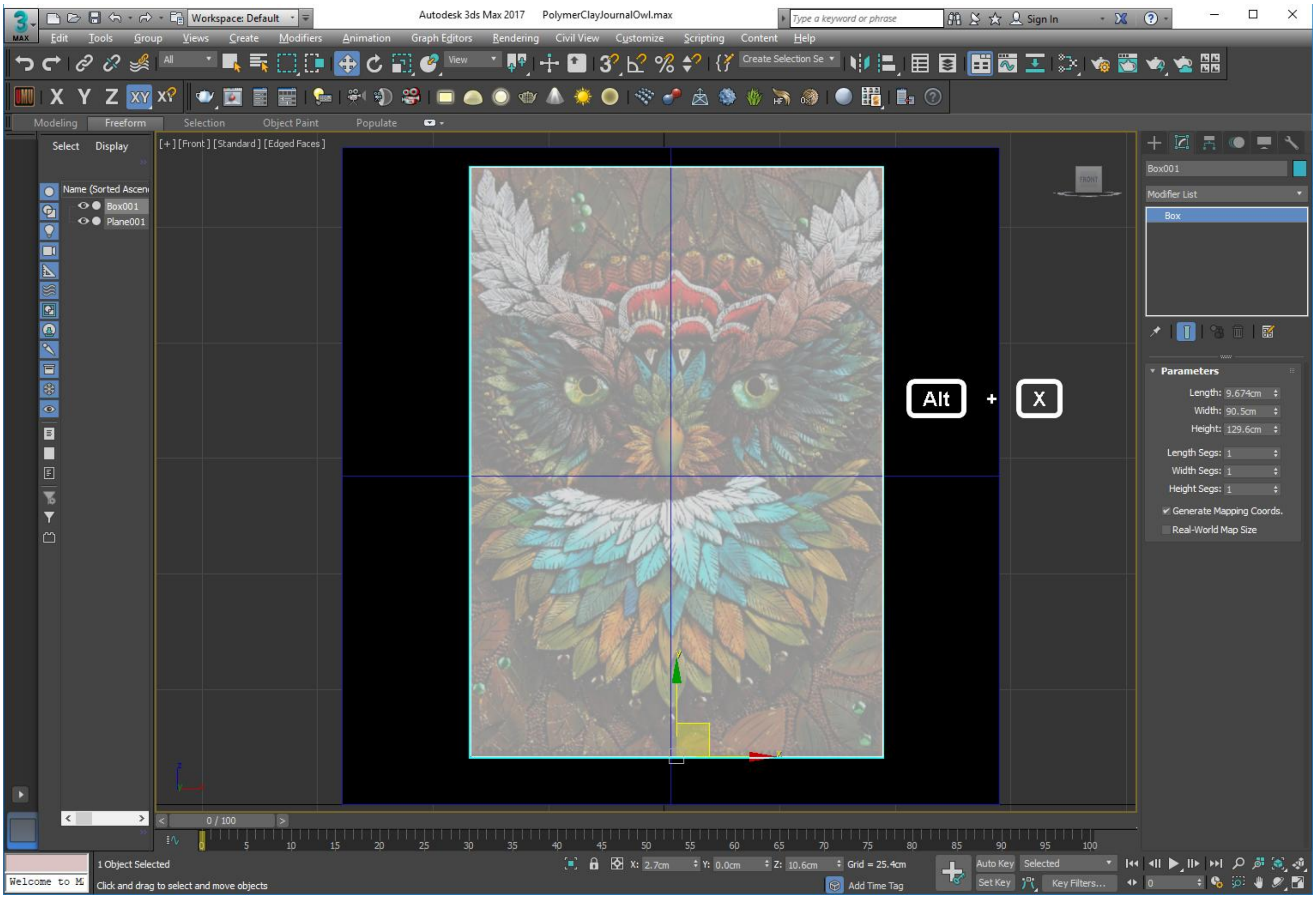
5. Click on Modify Panel



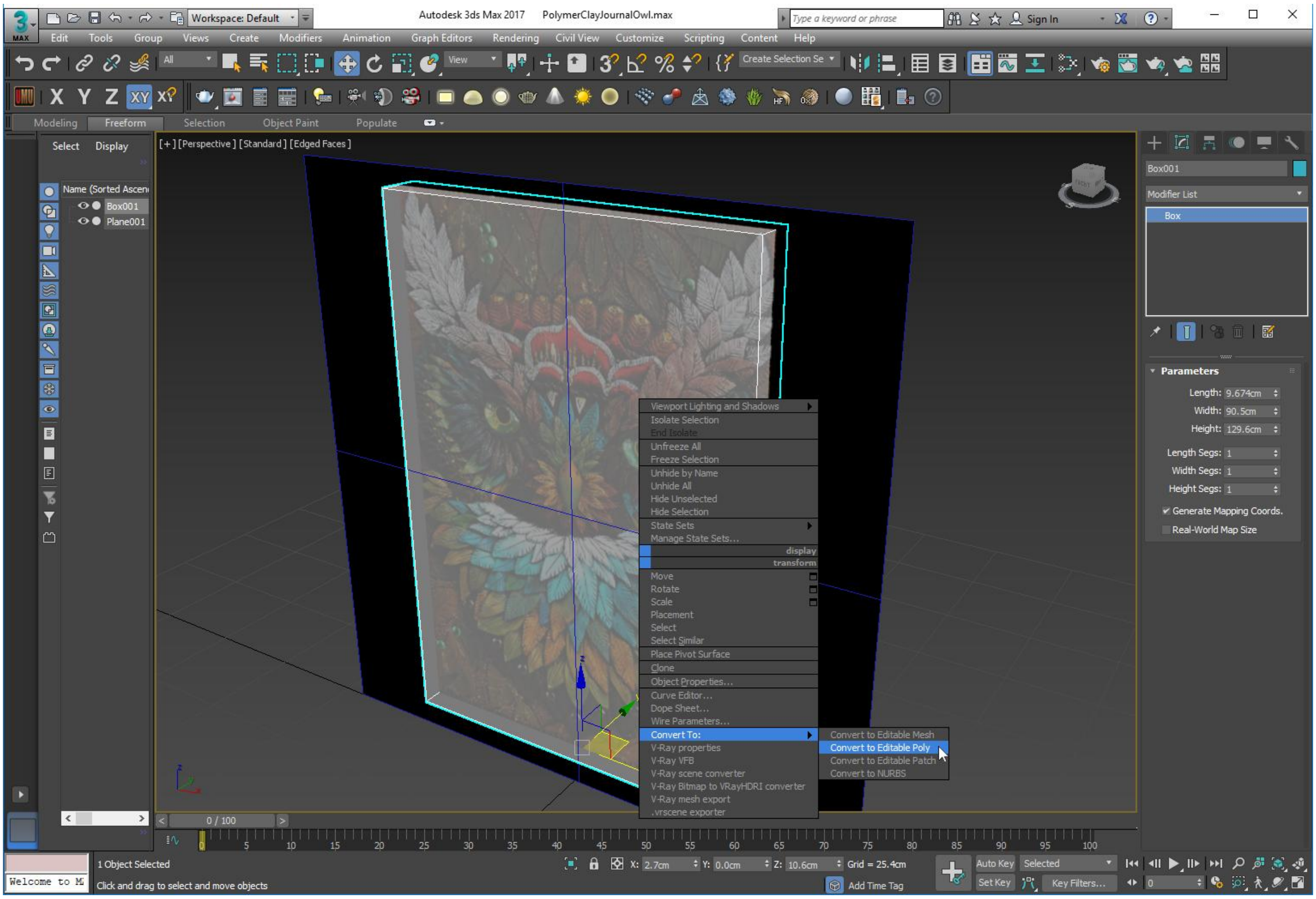
6. Adjust the box size



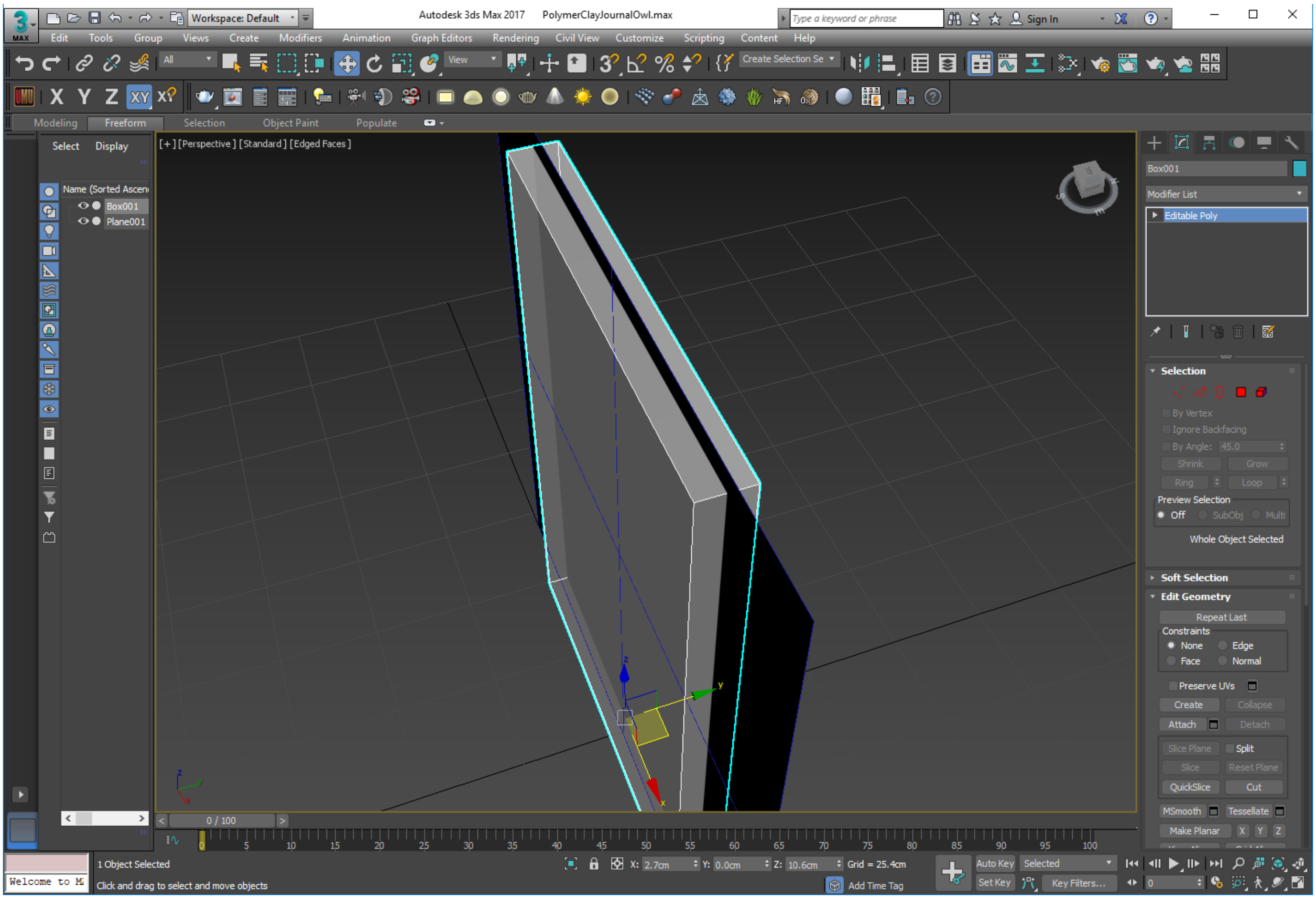
7. Press Alt + X and turn it to transparent



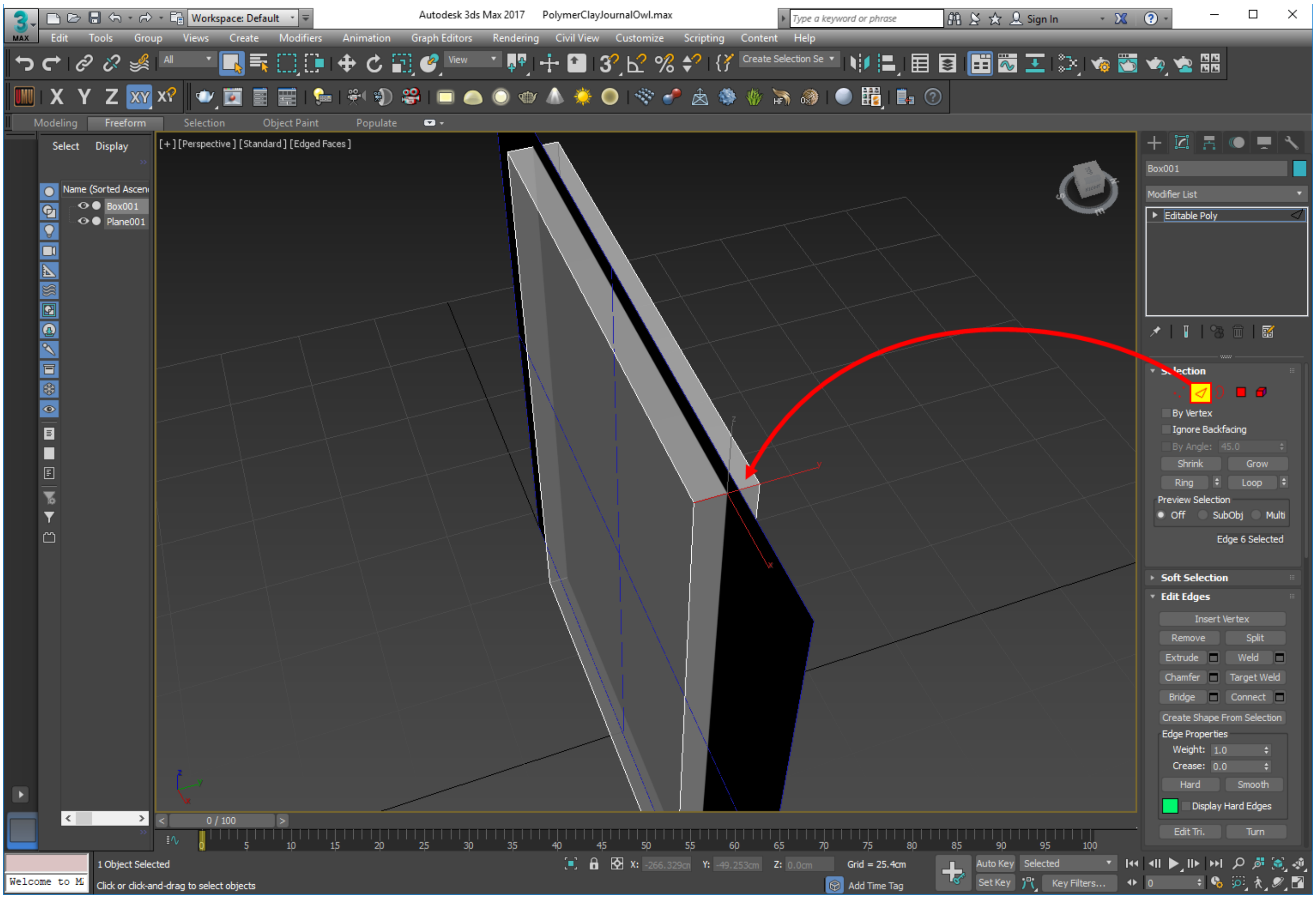
8. Right click and click Convert to Editable Poly



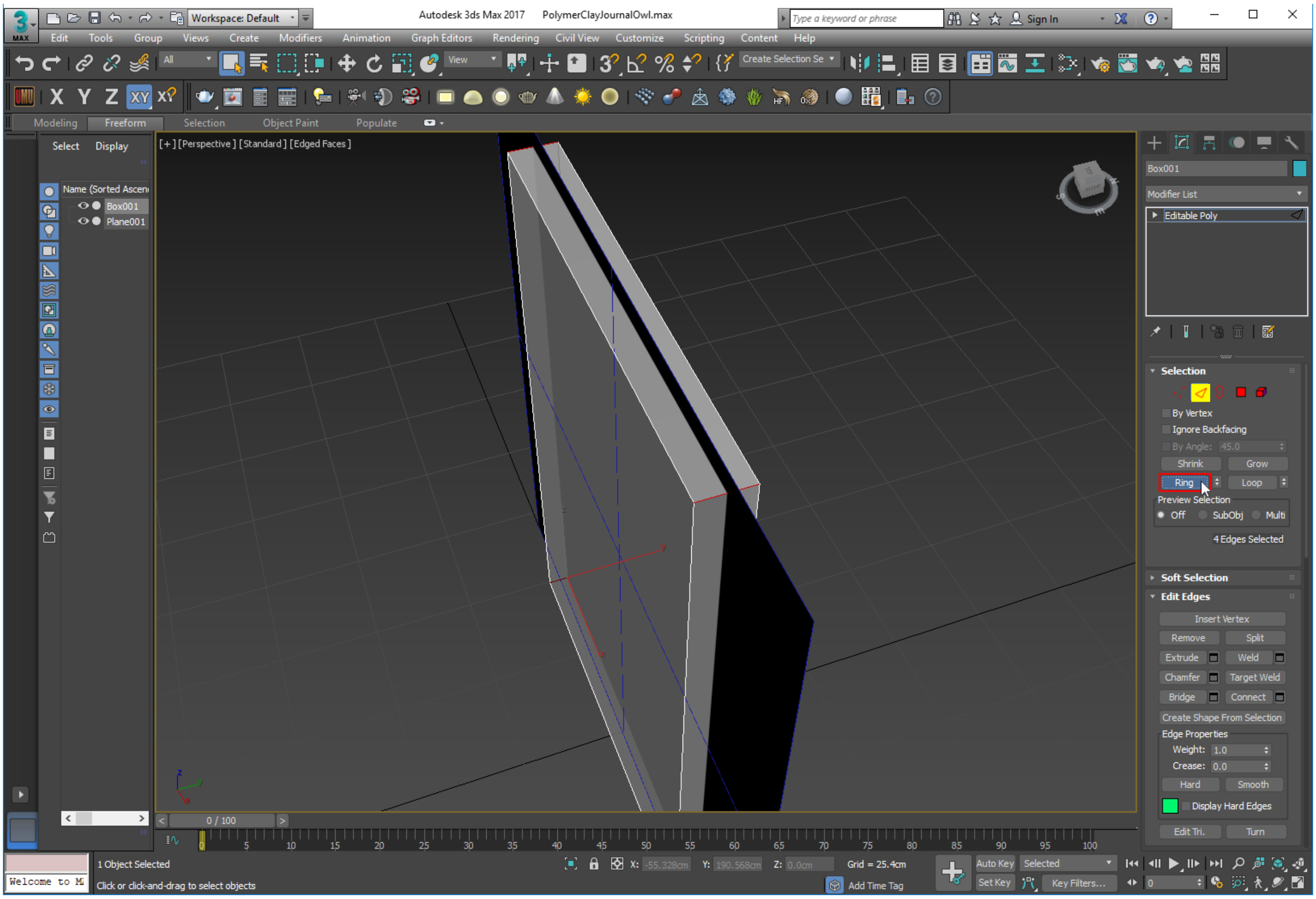
9. Rotate around



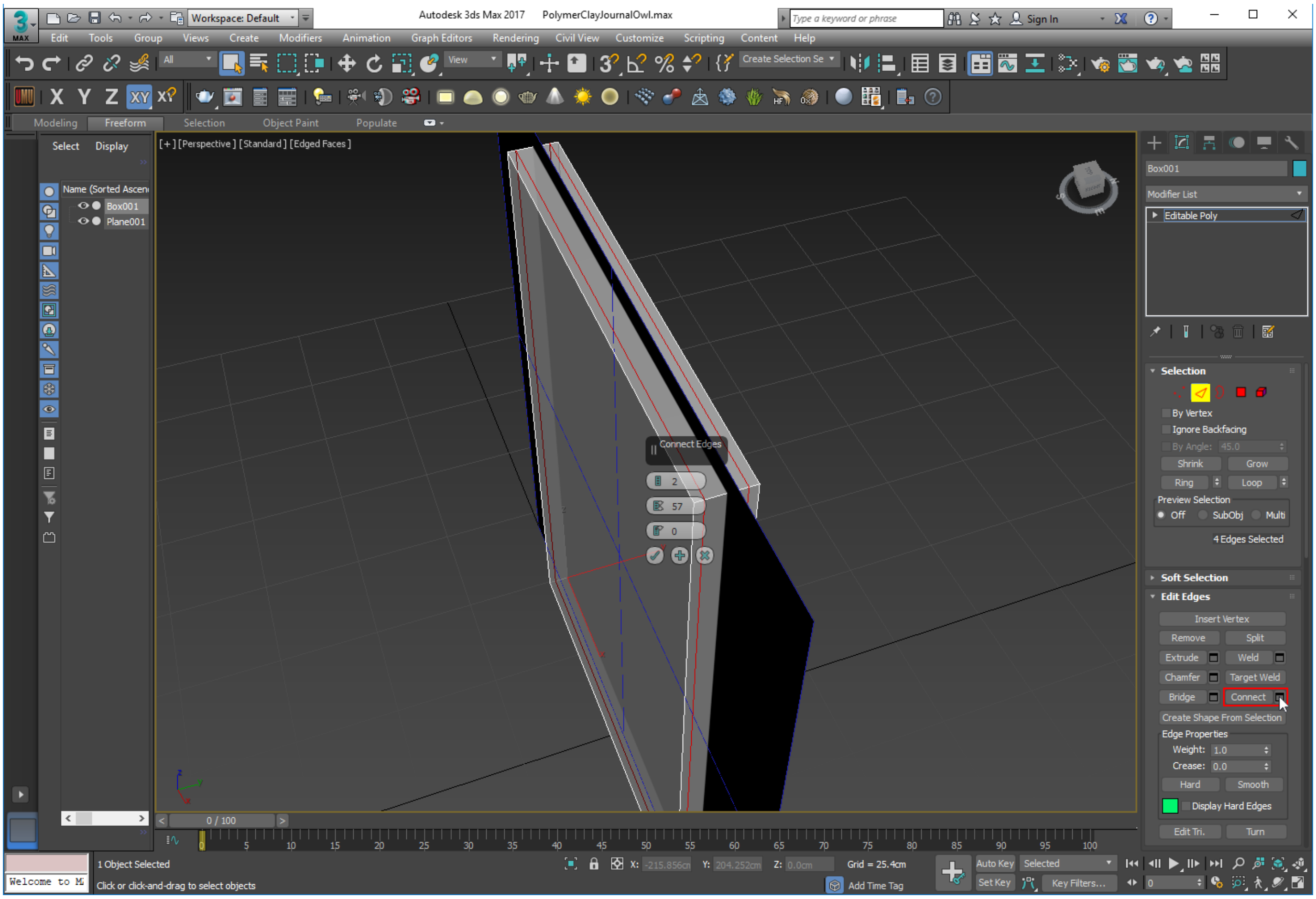
10. Click Edge and select edge at corner



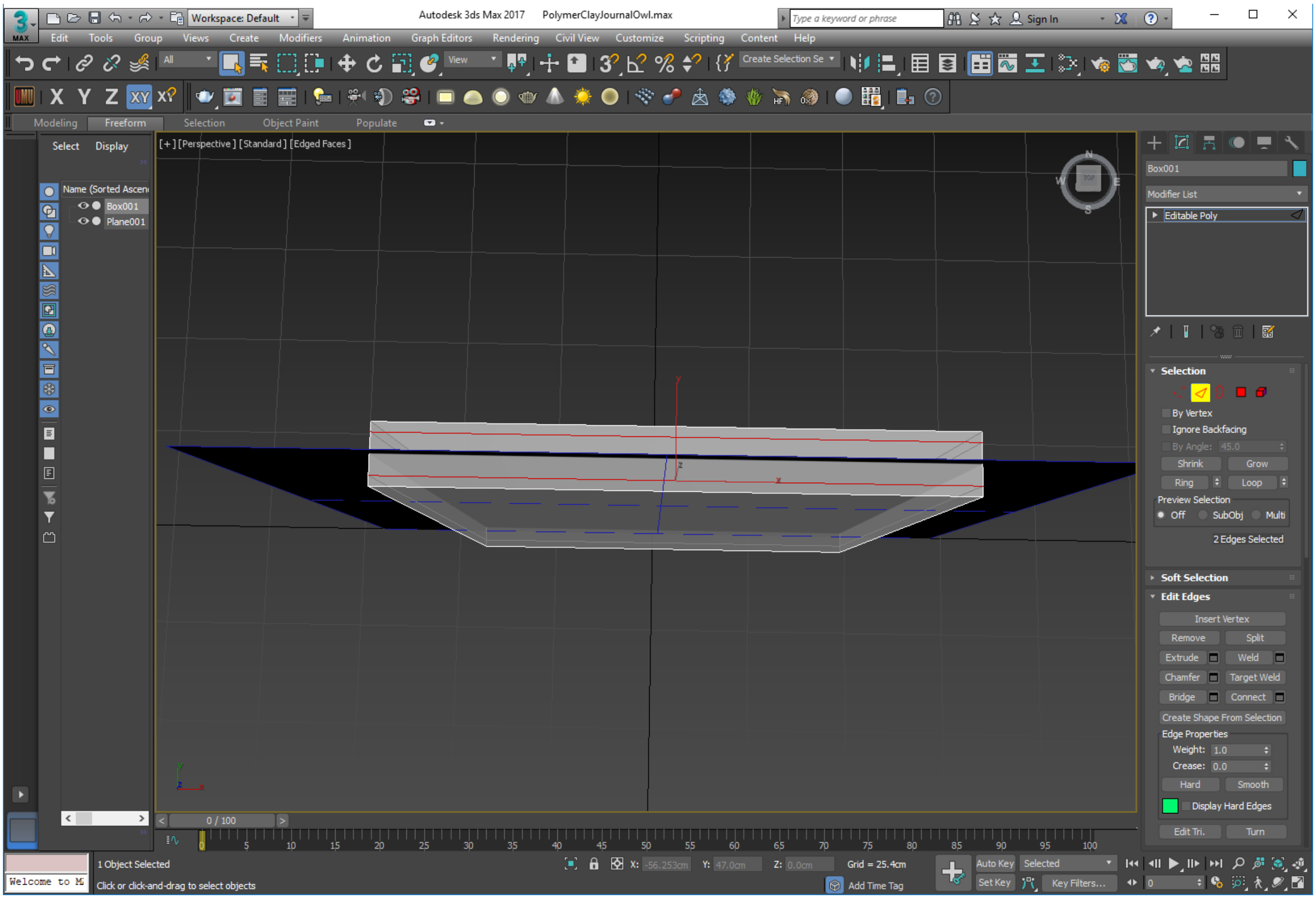
11. After select edge, click Ring



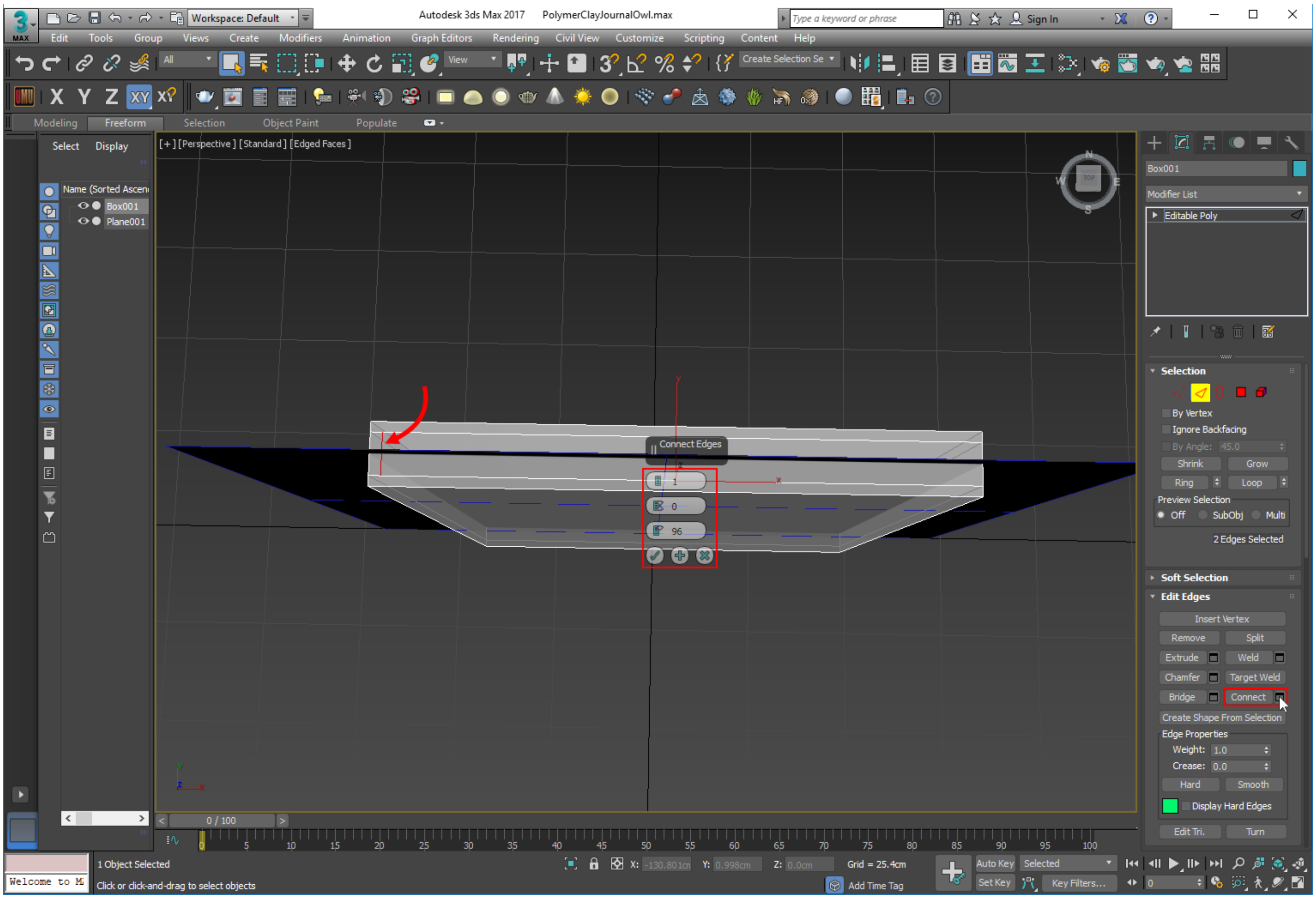
12. Click Connect



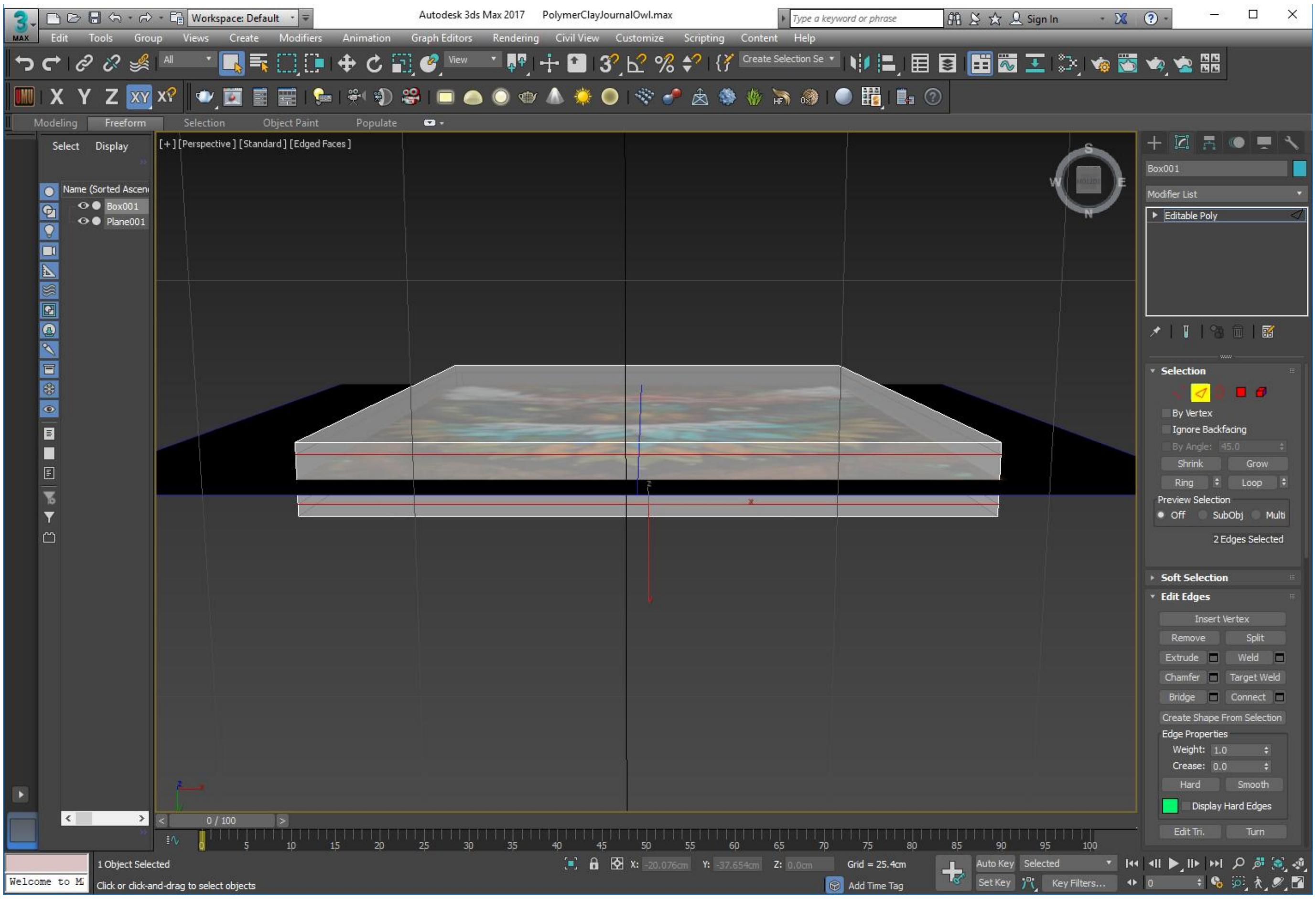
13. Look at top, and select these 2 edges



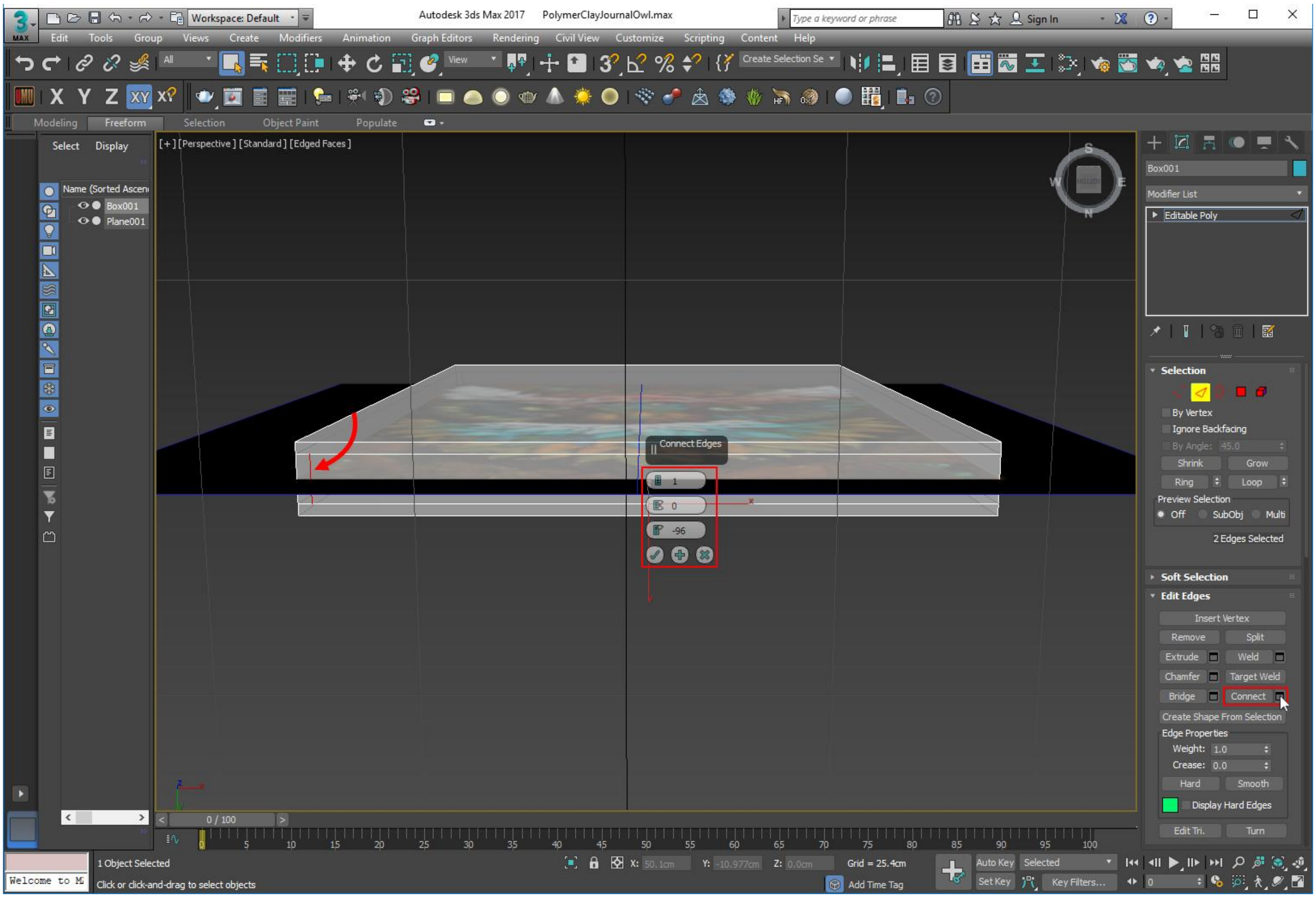
14. Click Connect and adjust it to left side



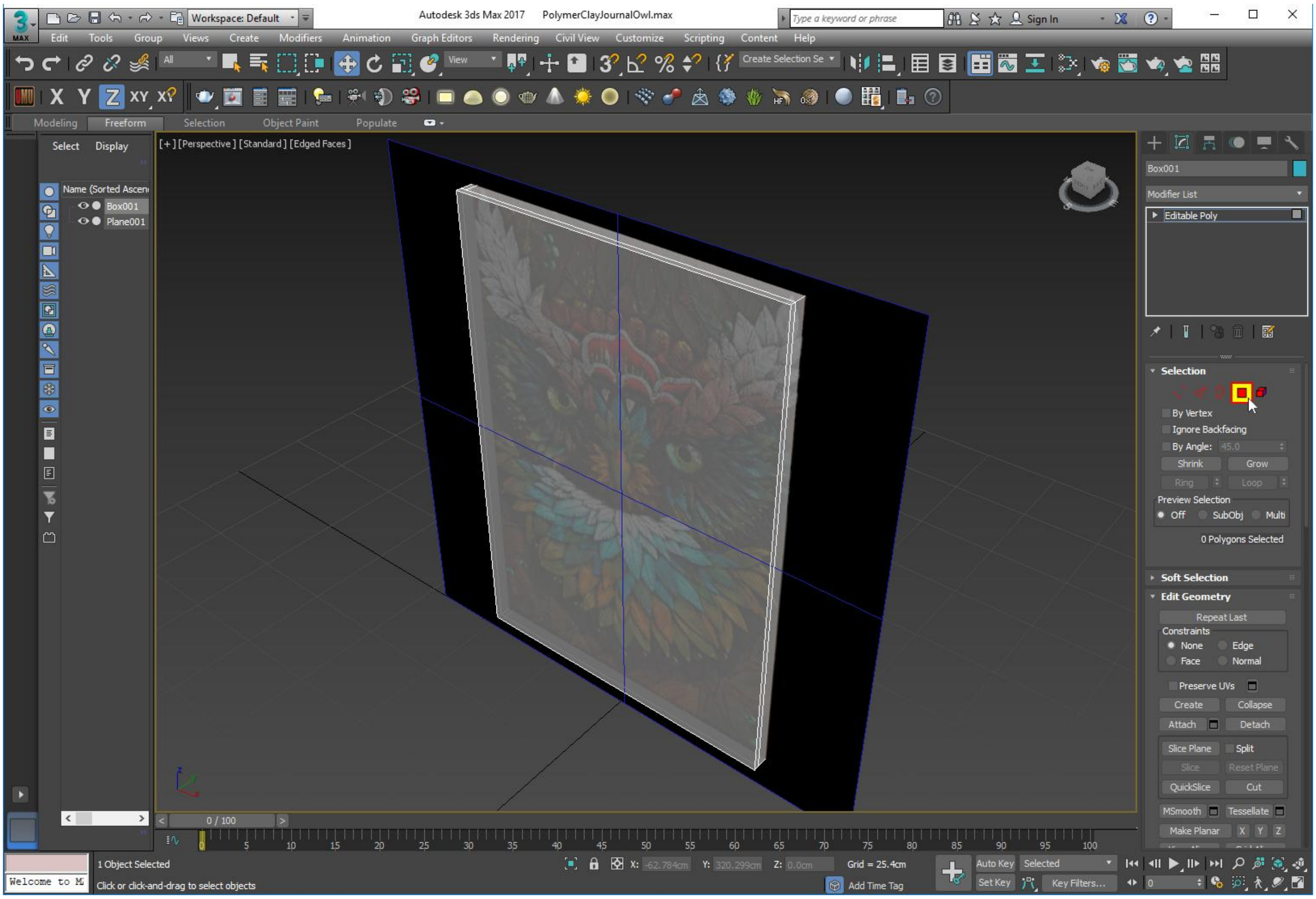
15. Look at bottom, and select this 2 edges



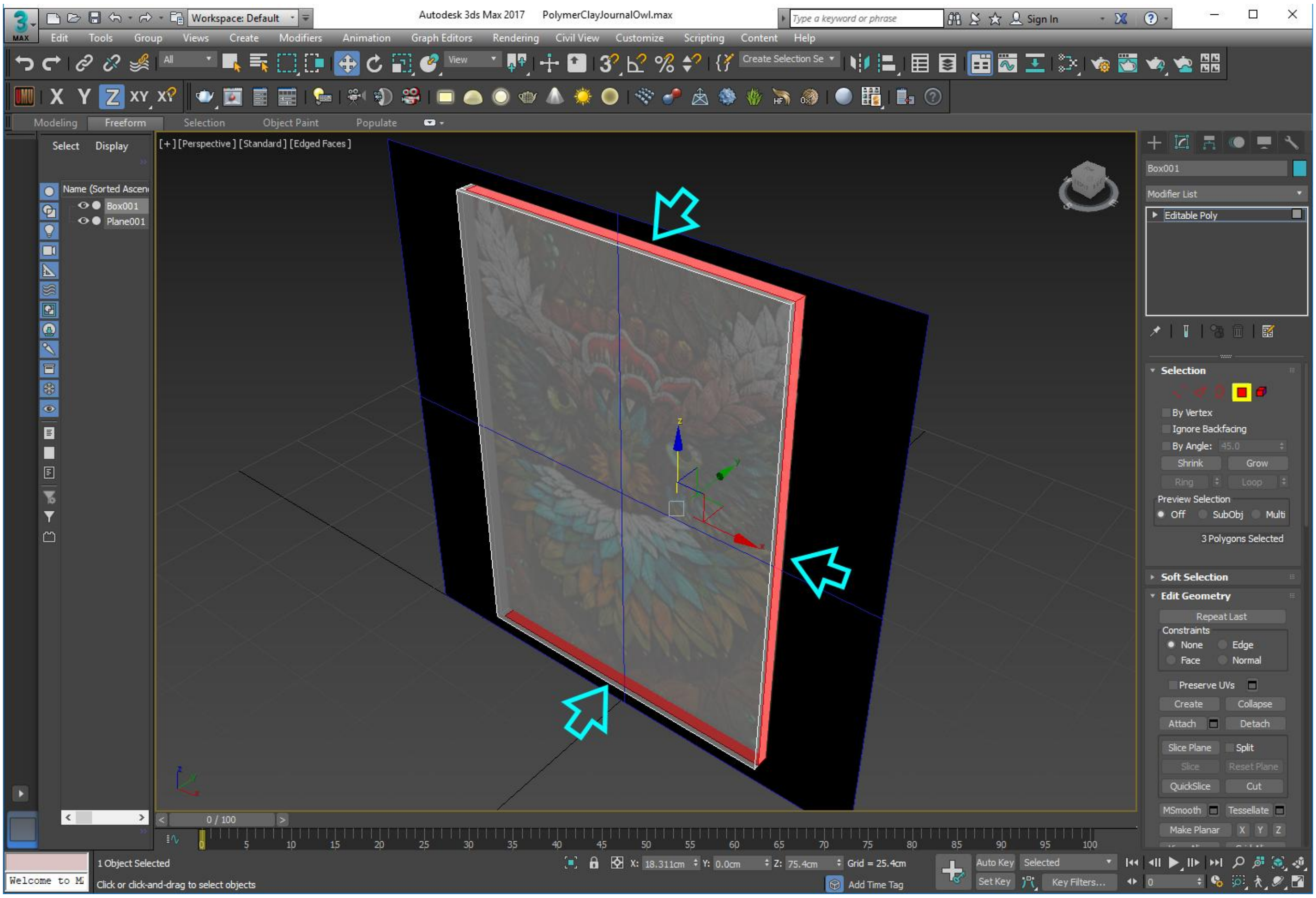
16. Click Connect and adjust it to left side



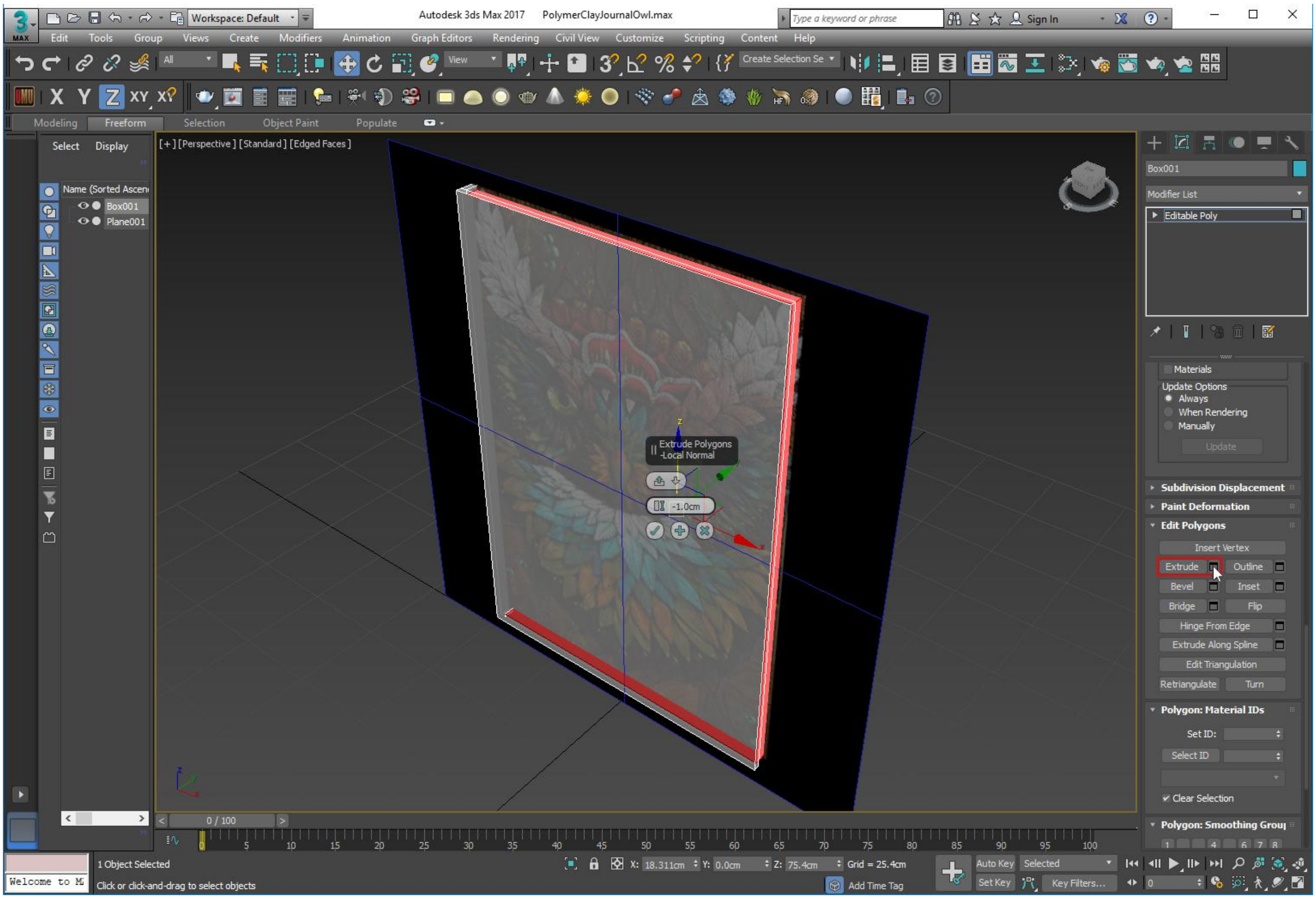
17. Click Polygon



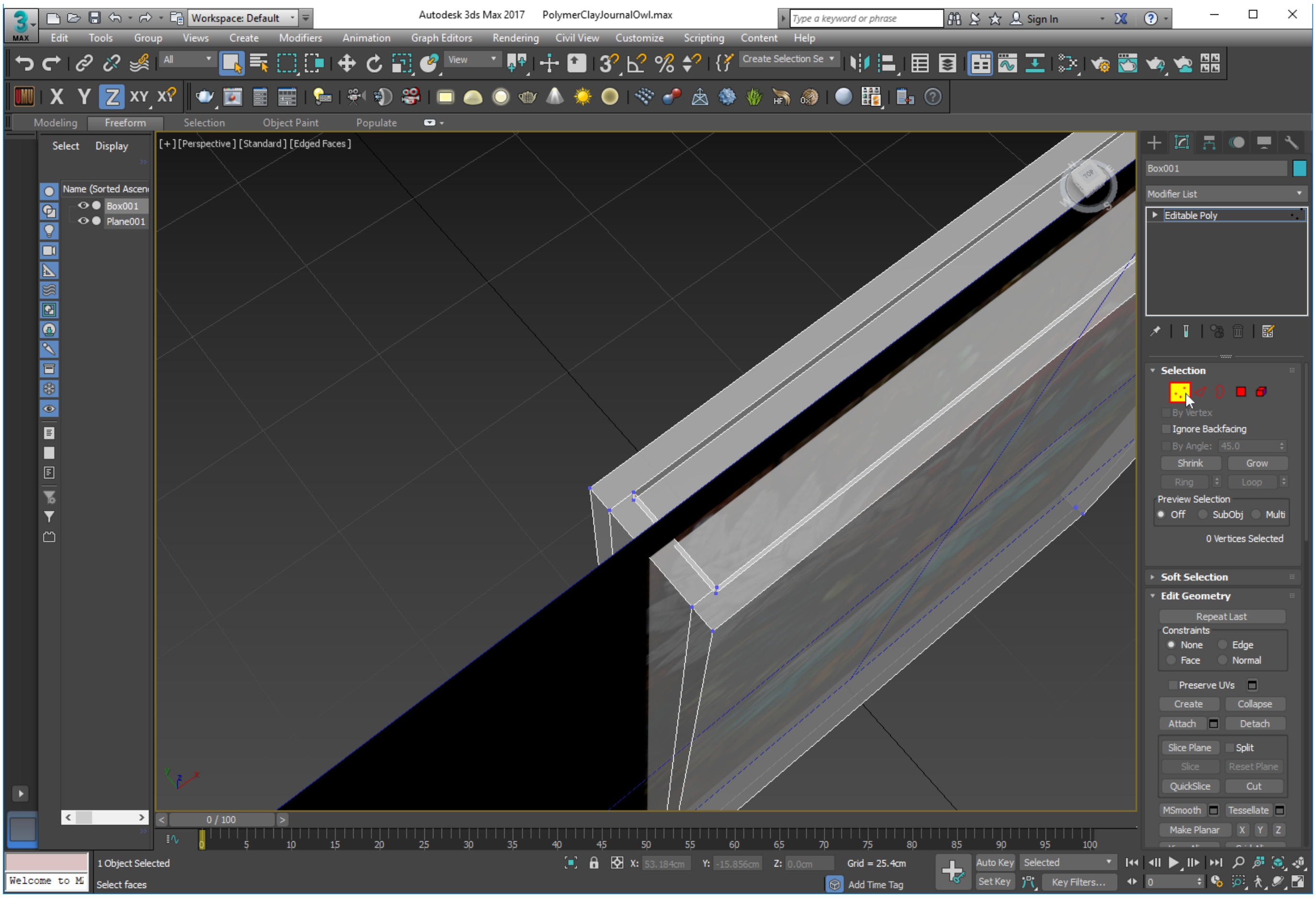
18. Select polygon like these



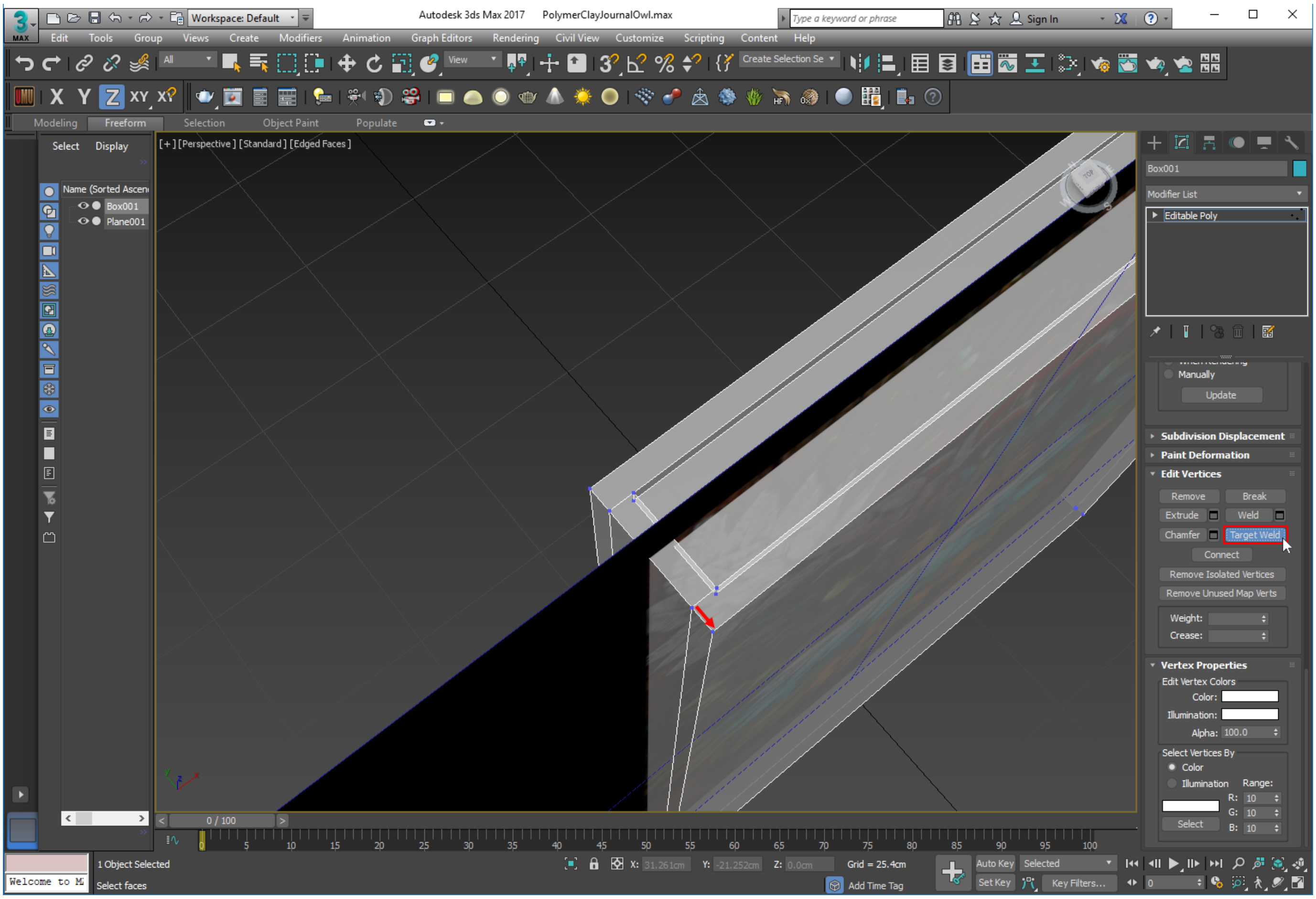
19. Click Extrude and adjust -1.0cm



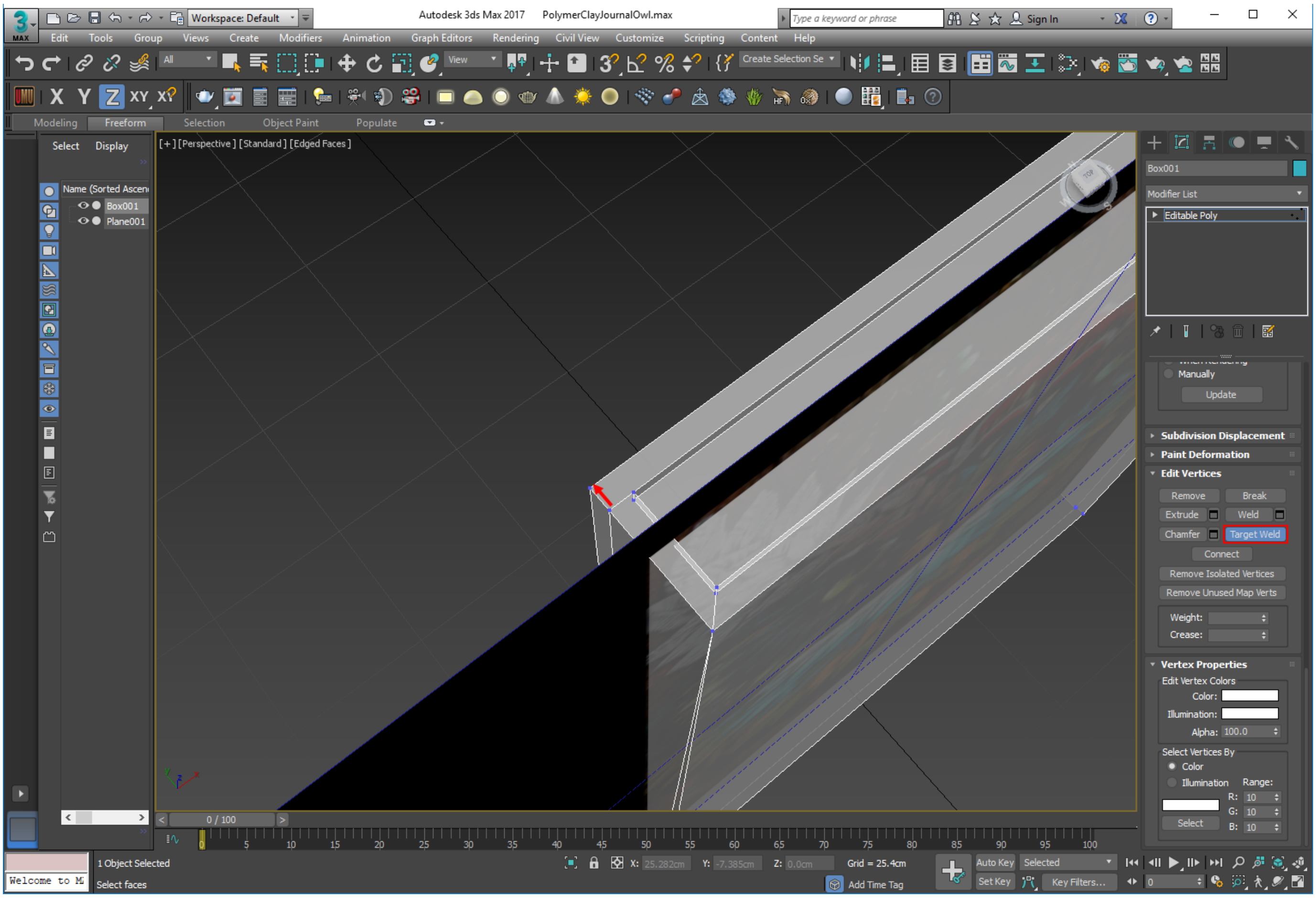
20. Click vertex



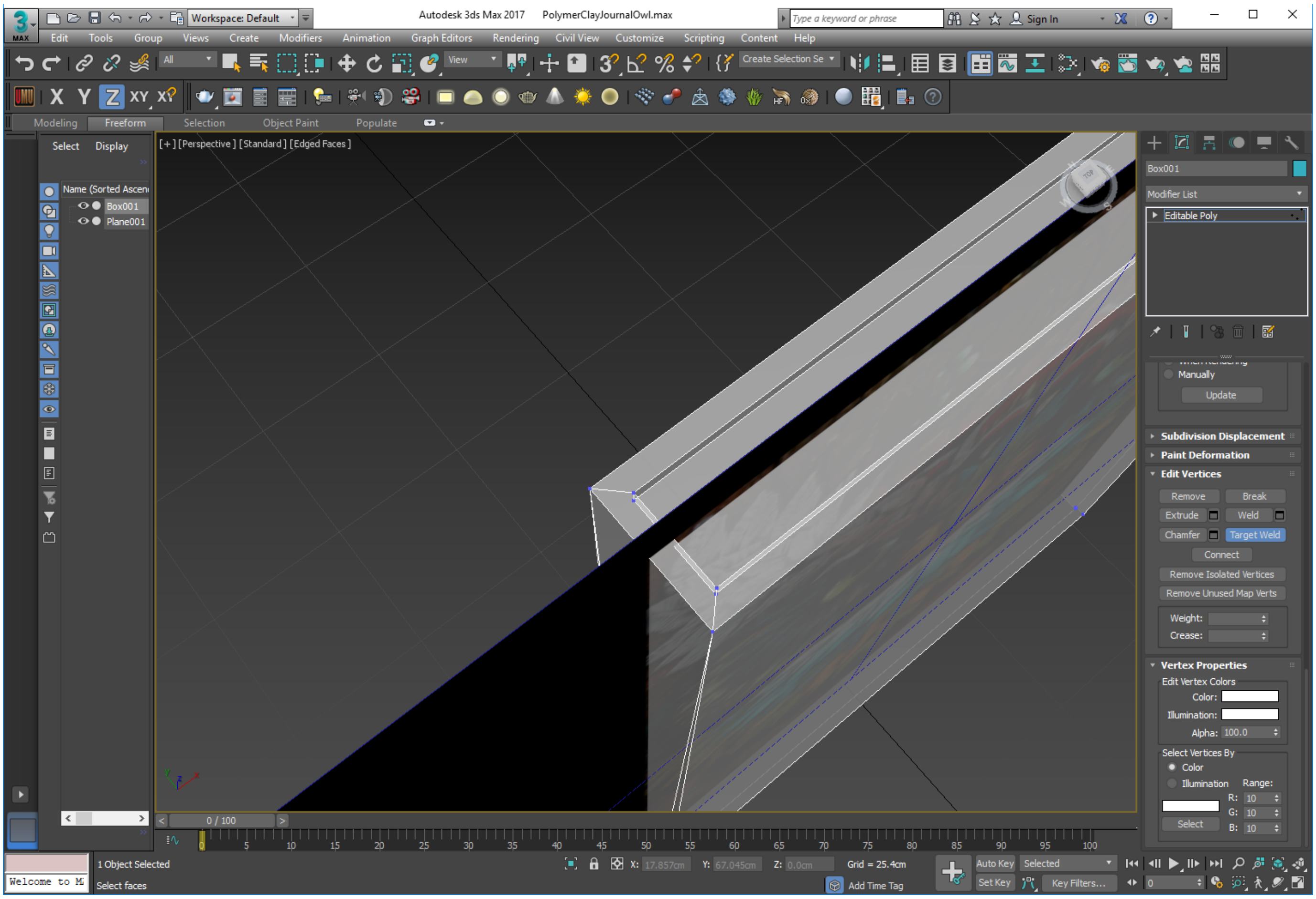
21. Target weld vertex



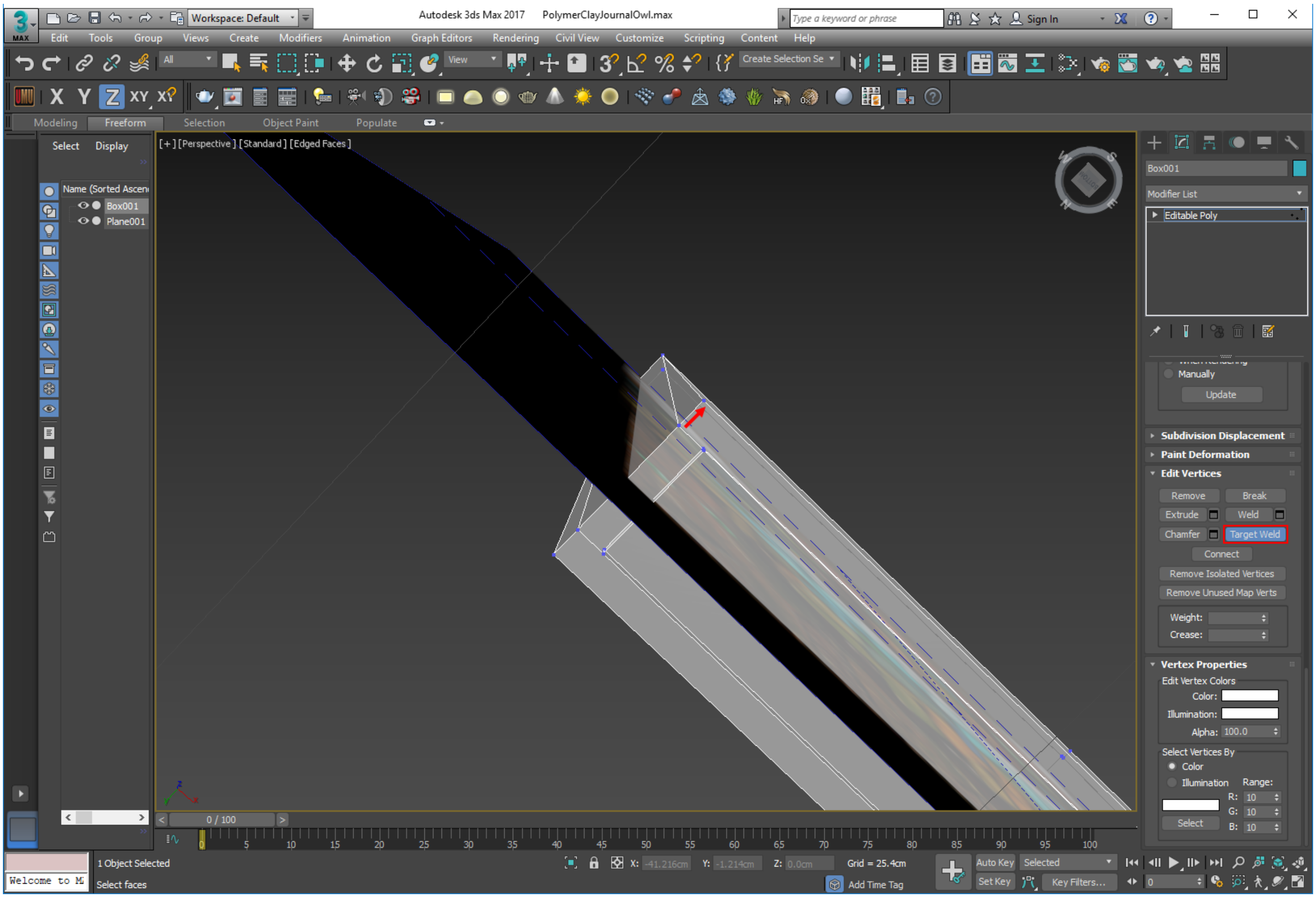
22. Repeat the same step



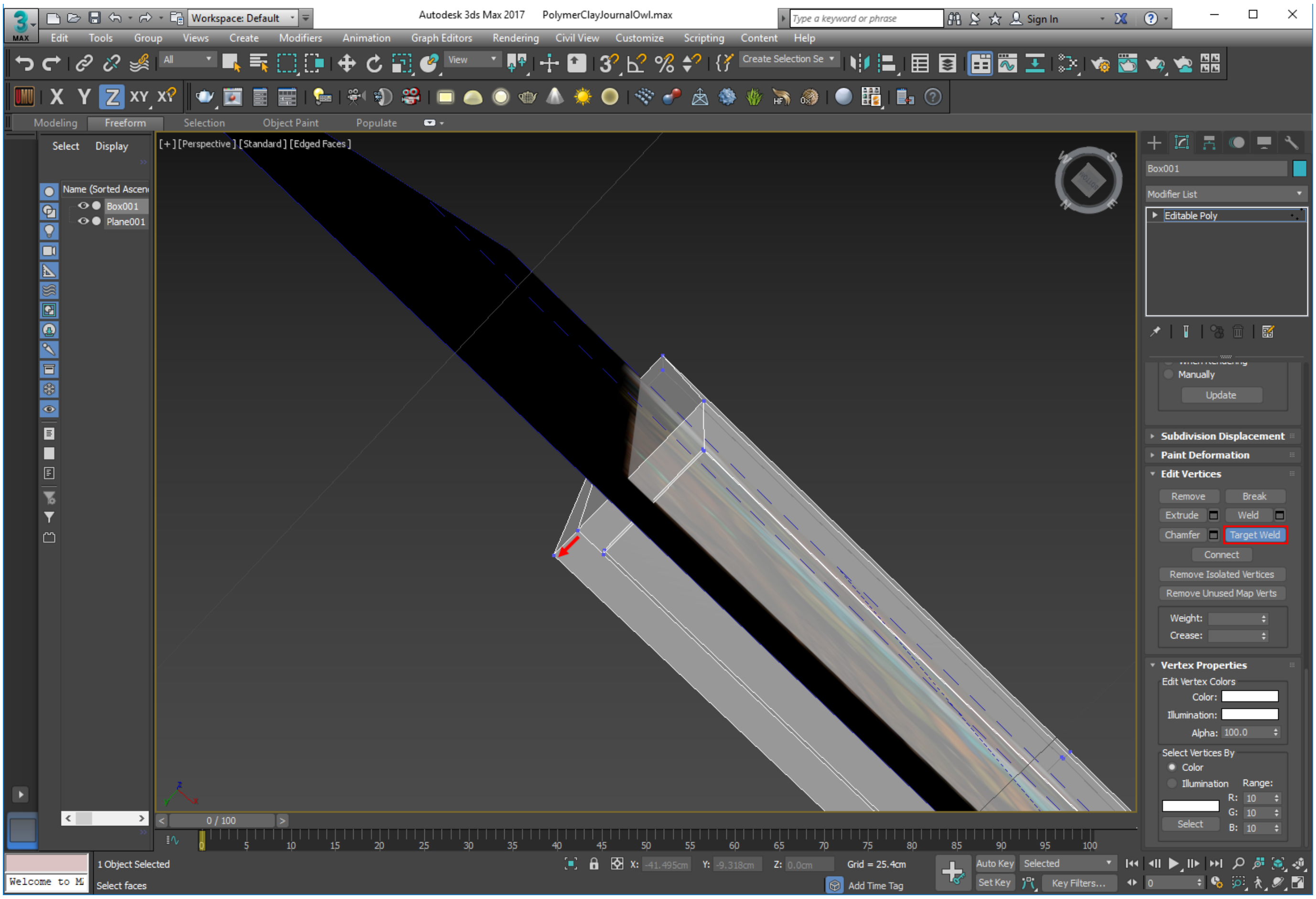
23. Done, repeat again at bottom part



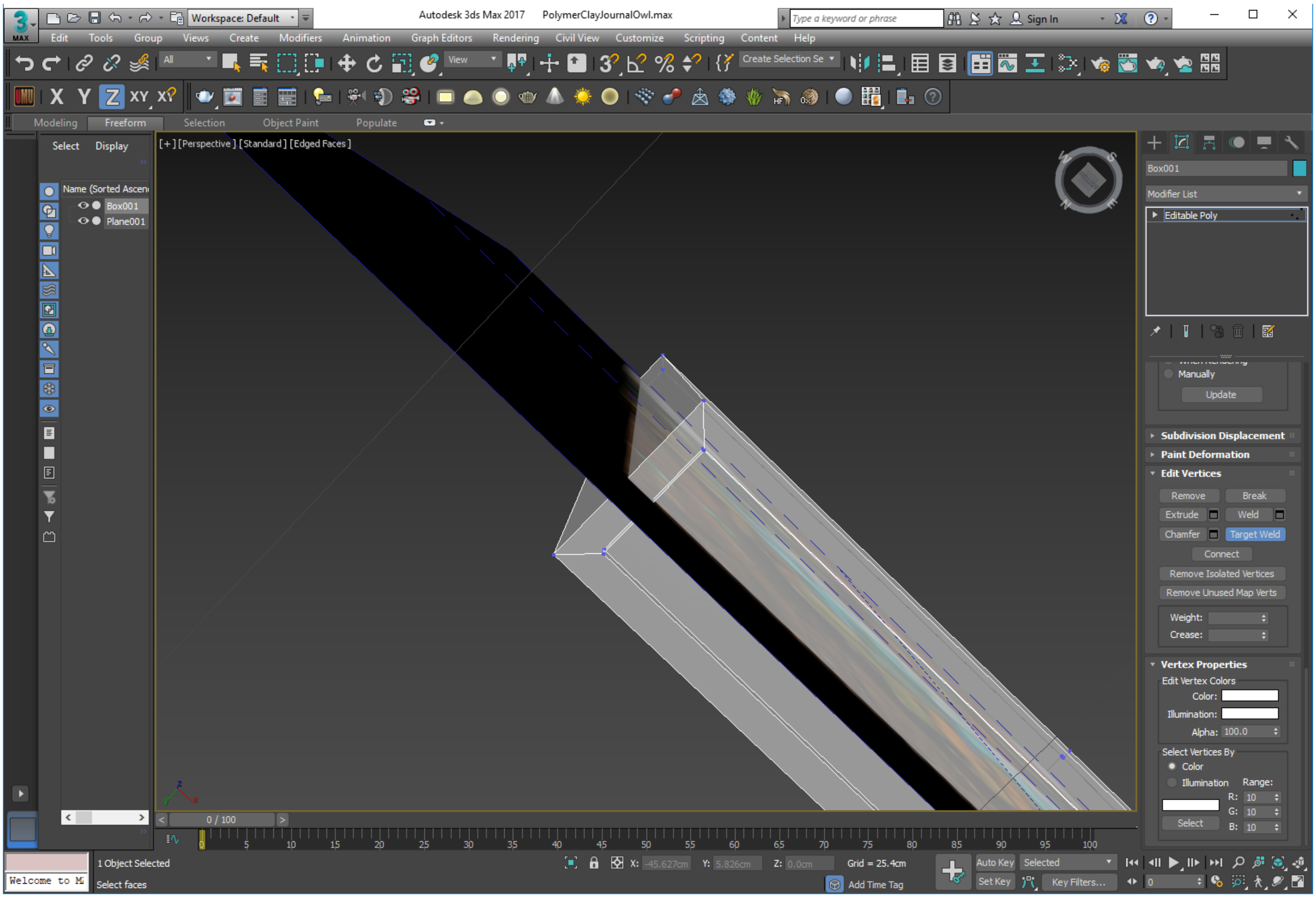
24. Target weld vertex



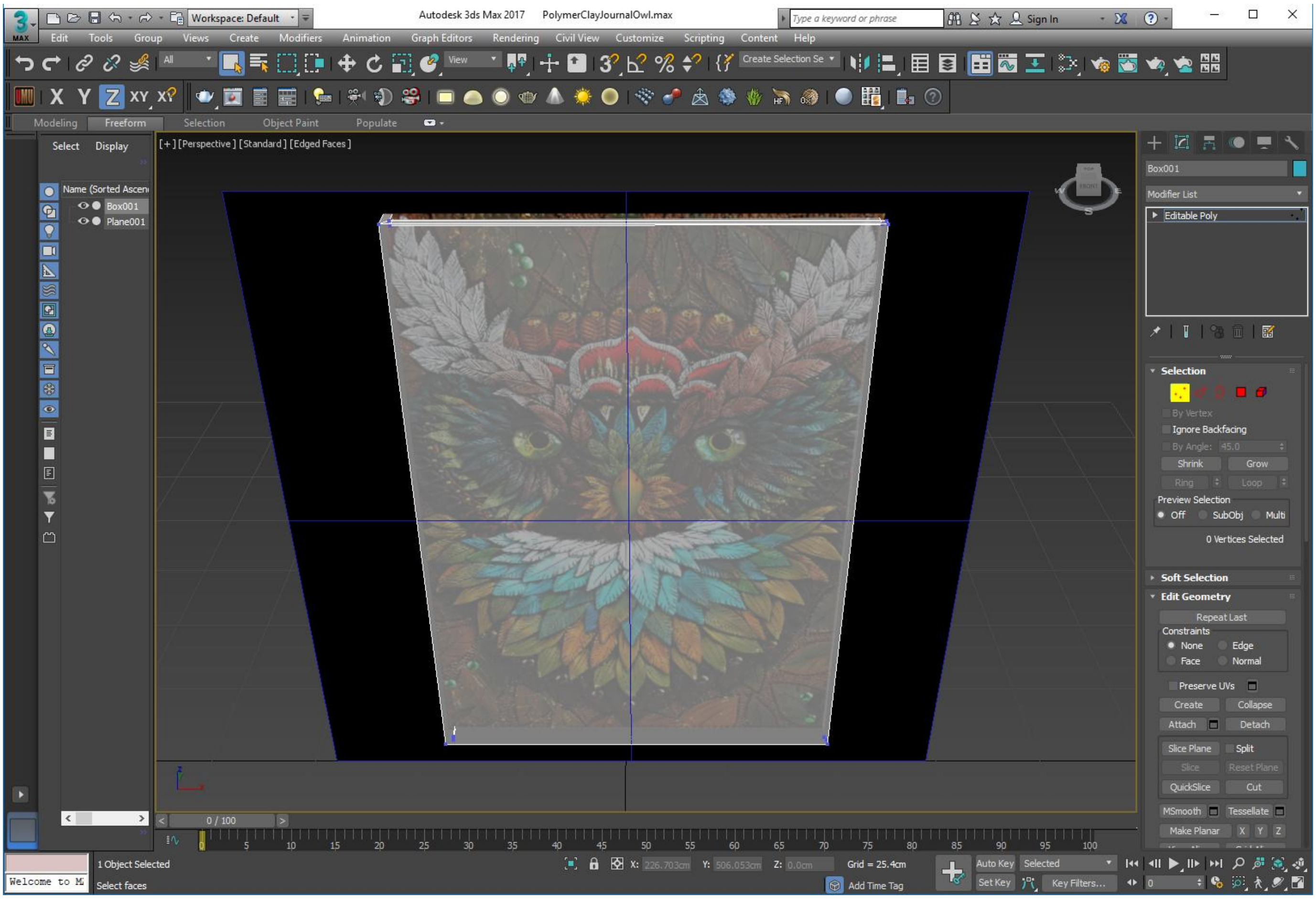
25. Repeat the same step



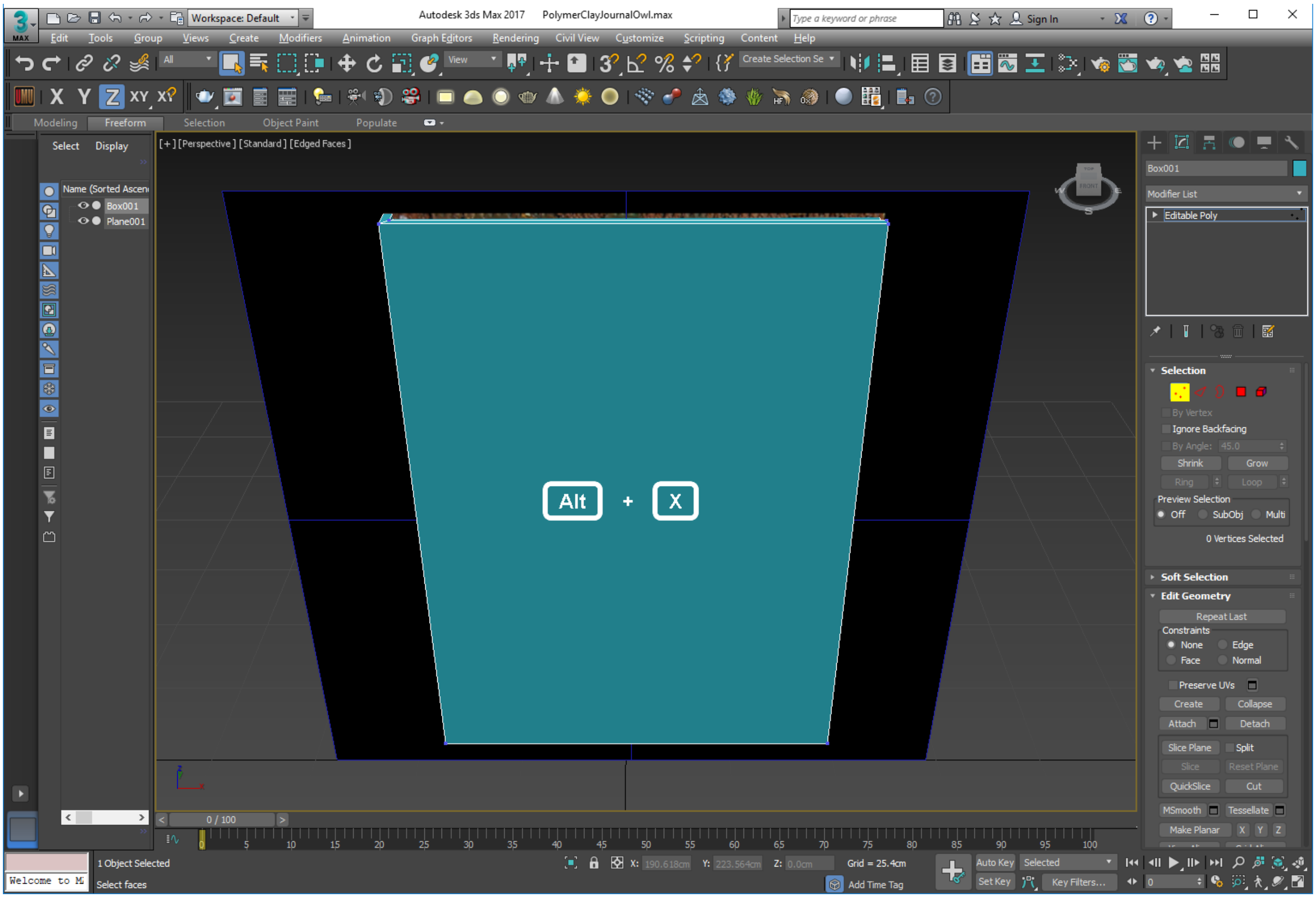
26. Done



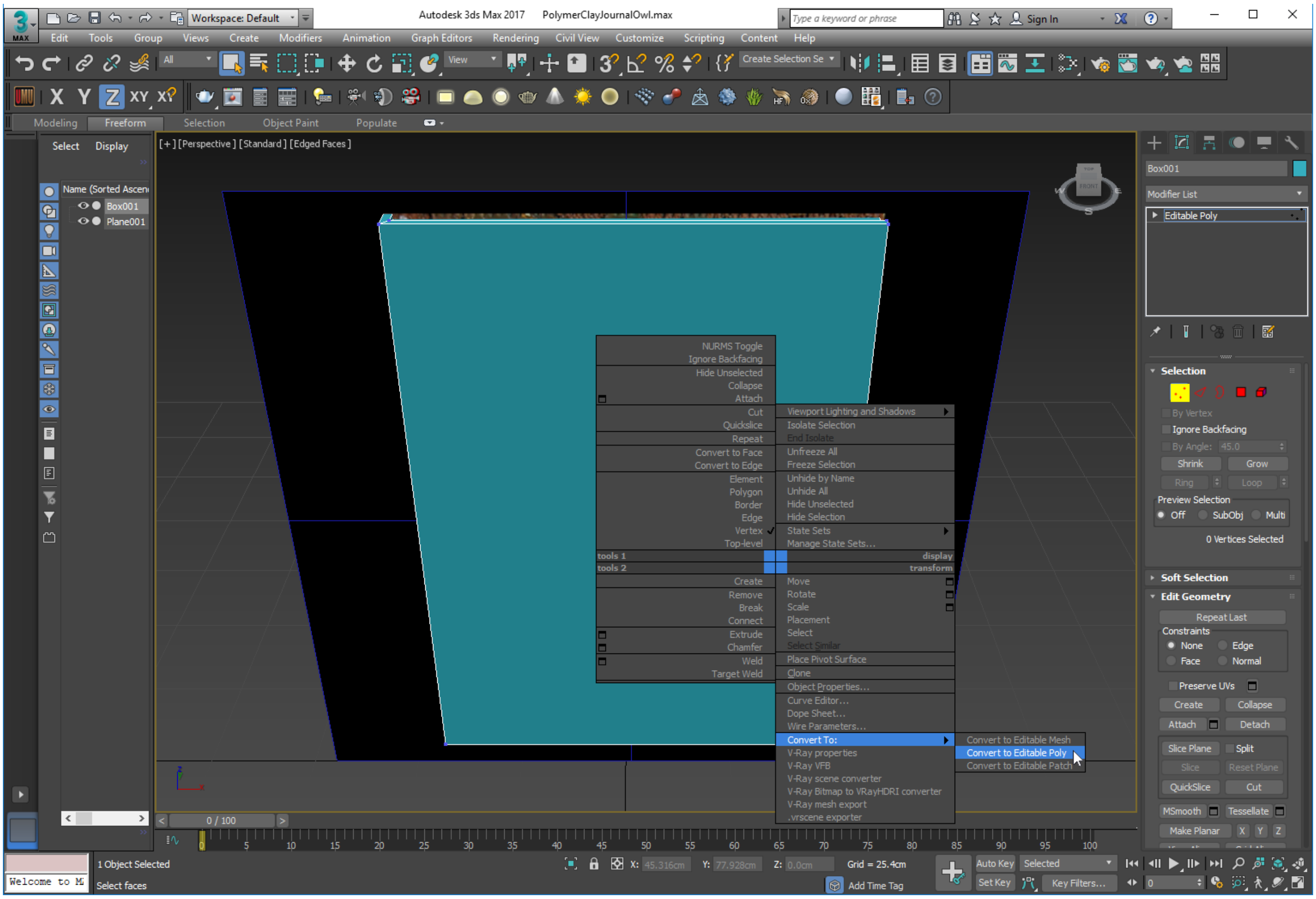
27. Press Alt + X



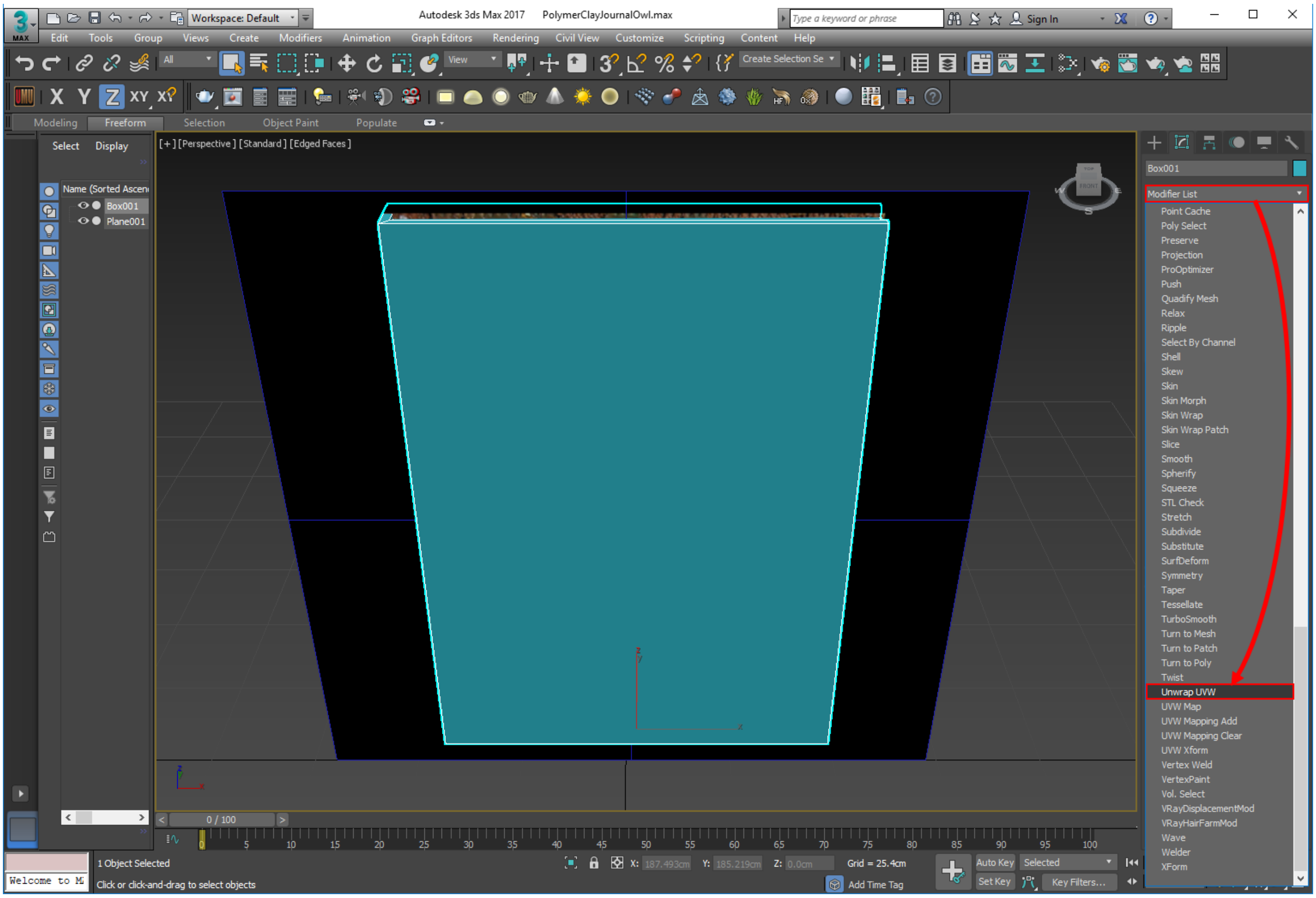
28. After press Alt + X, it become solid color



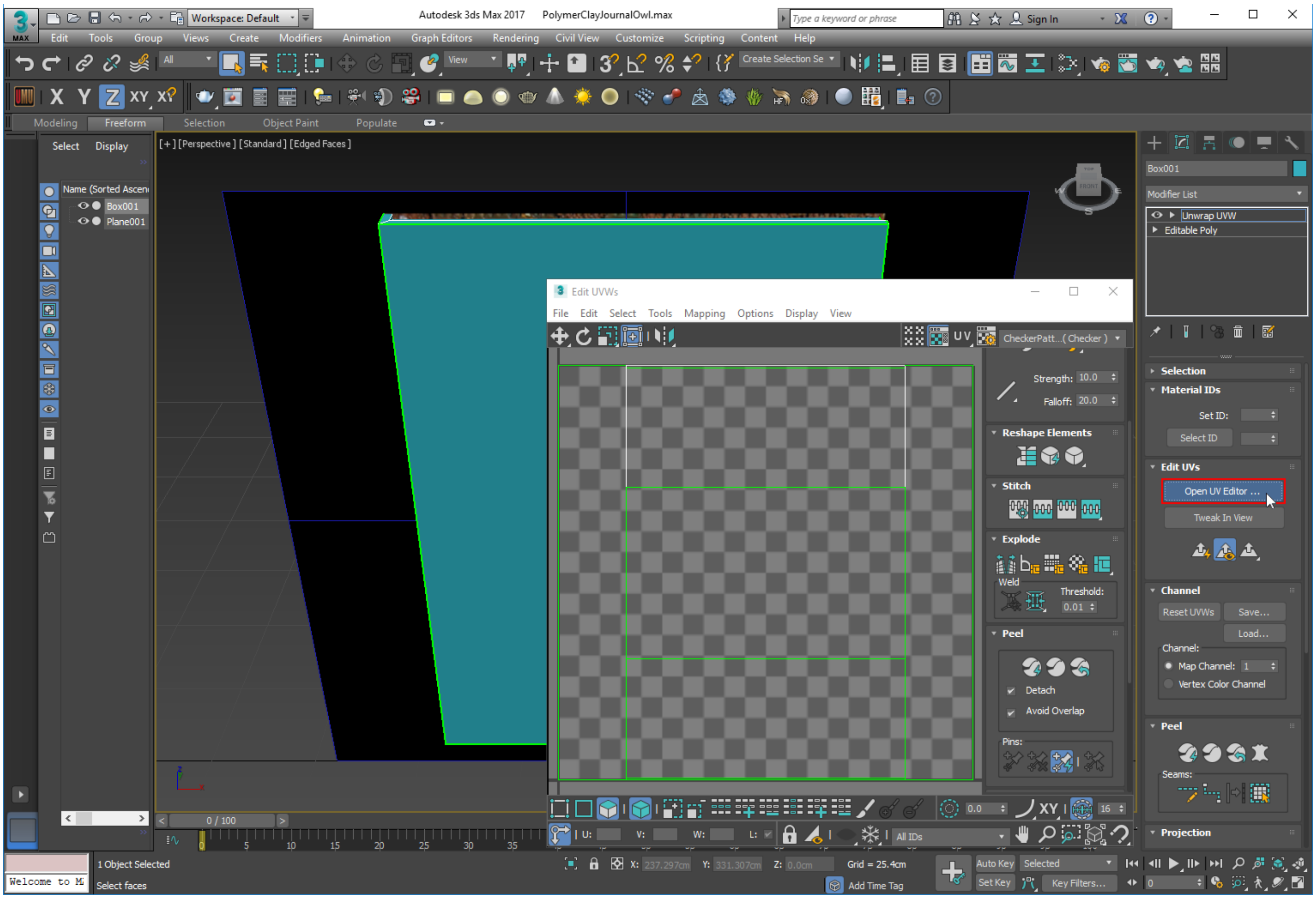
29. Right click and Convert to Editable Poly



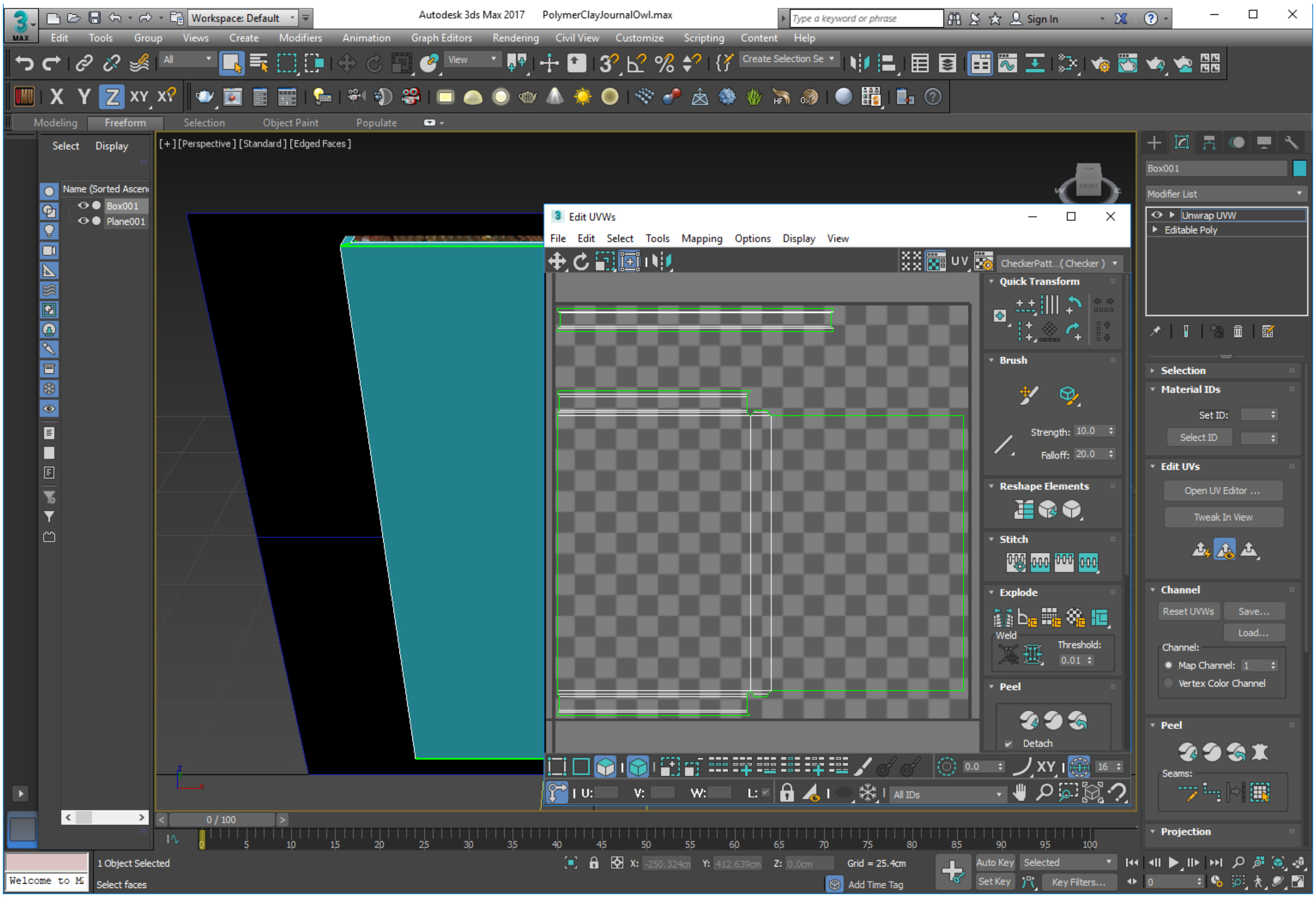
30. Modifier List → Unwrap UVW



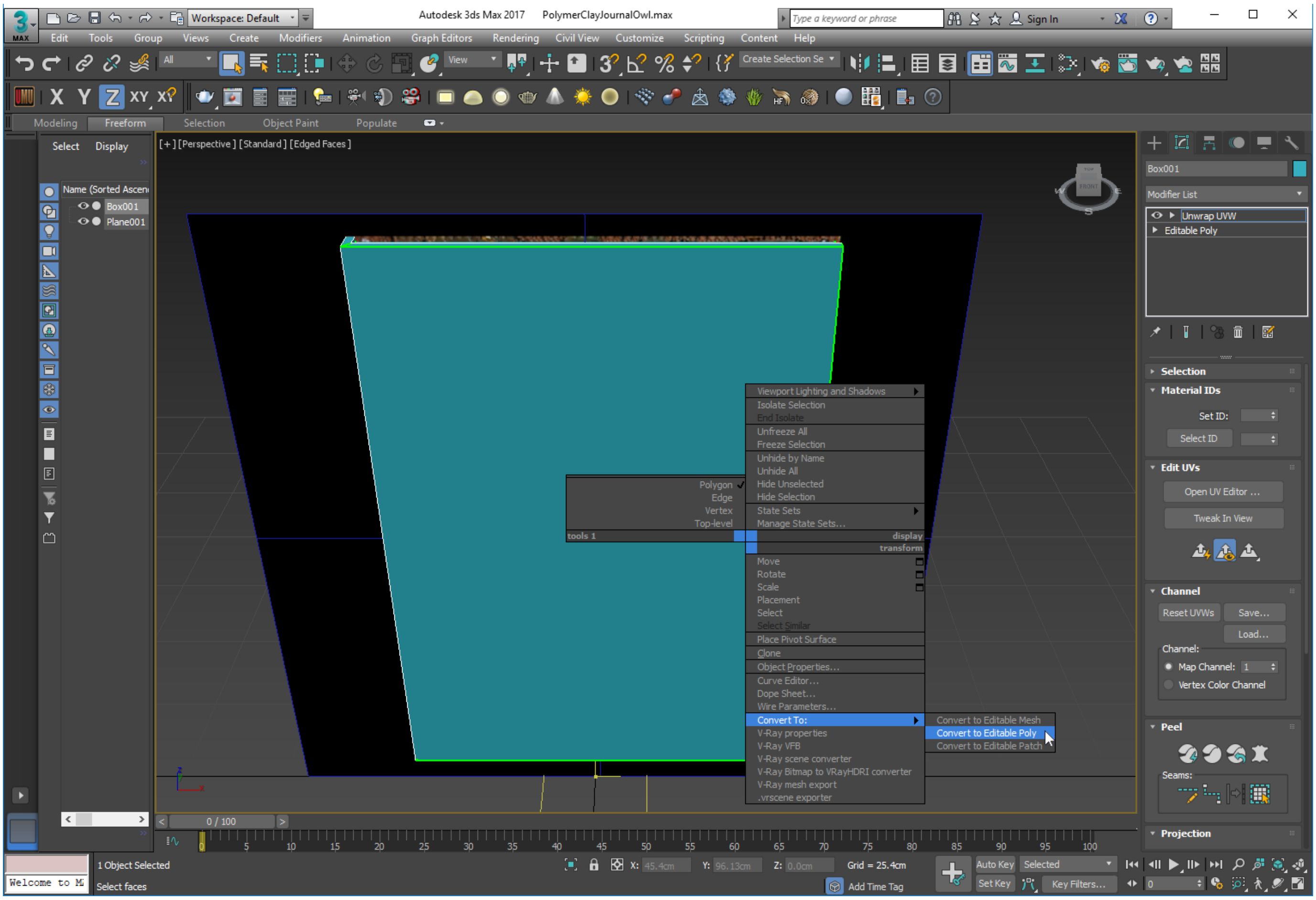
31. Open UV Editor and unwrap your book UV



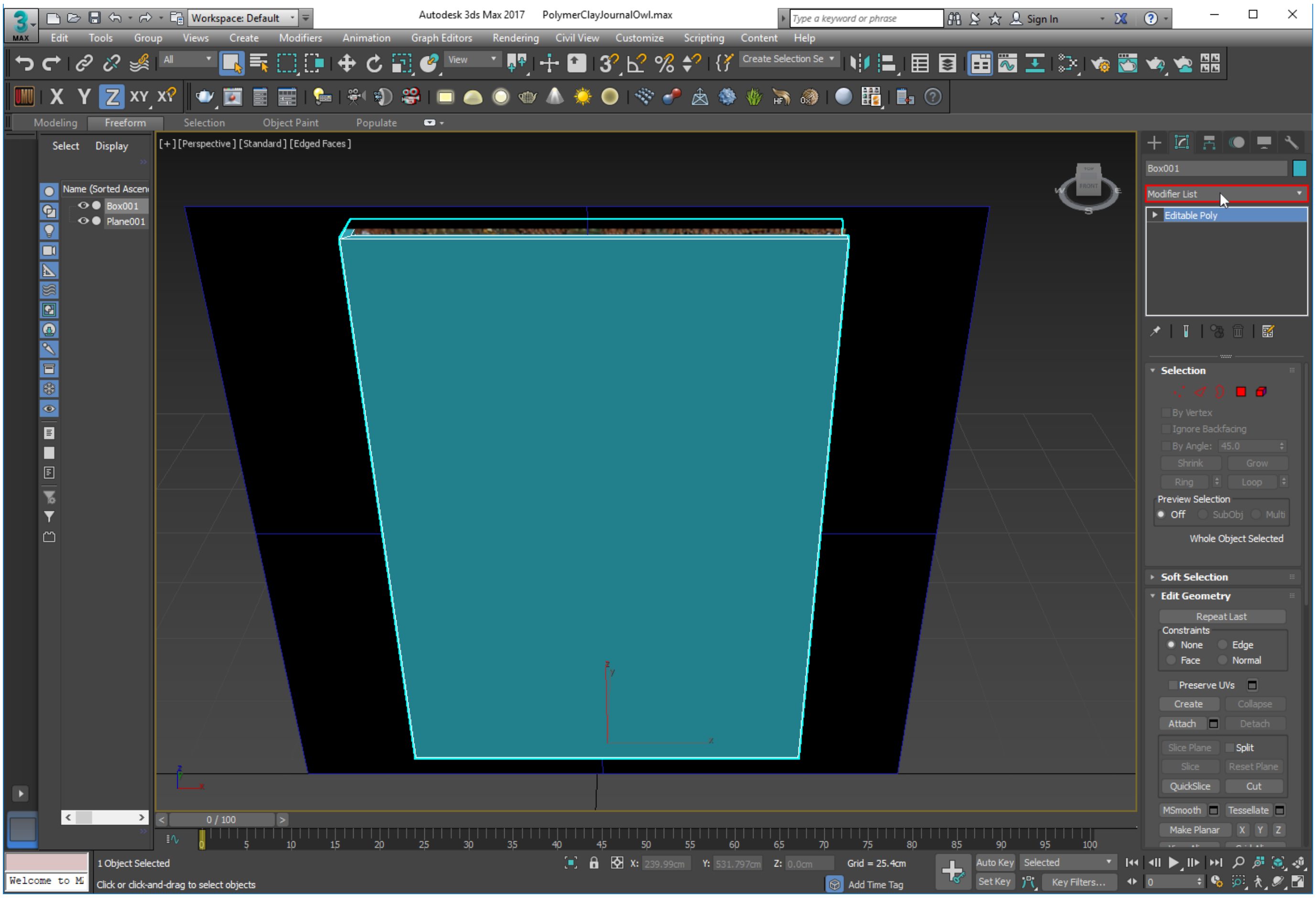
32. After unwrap UV



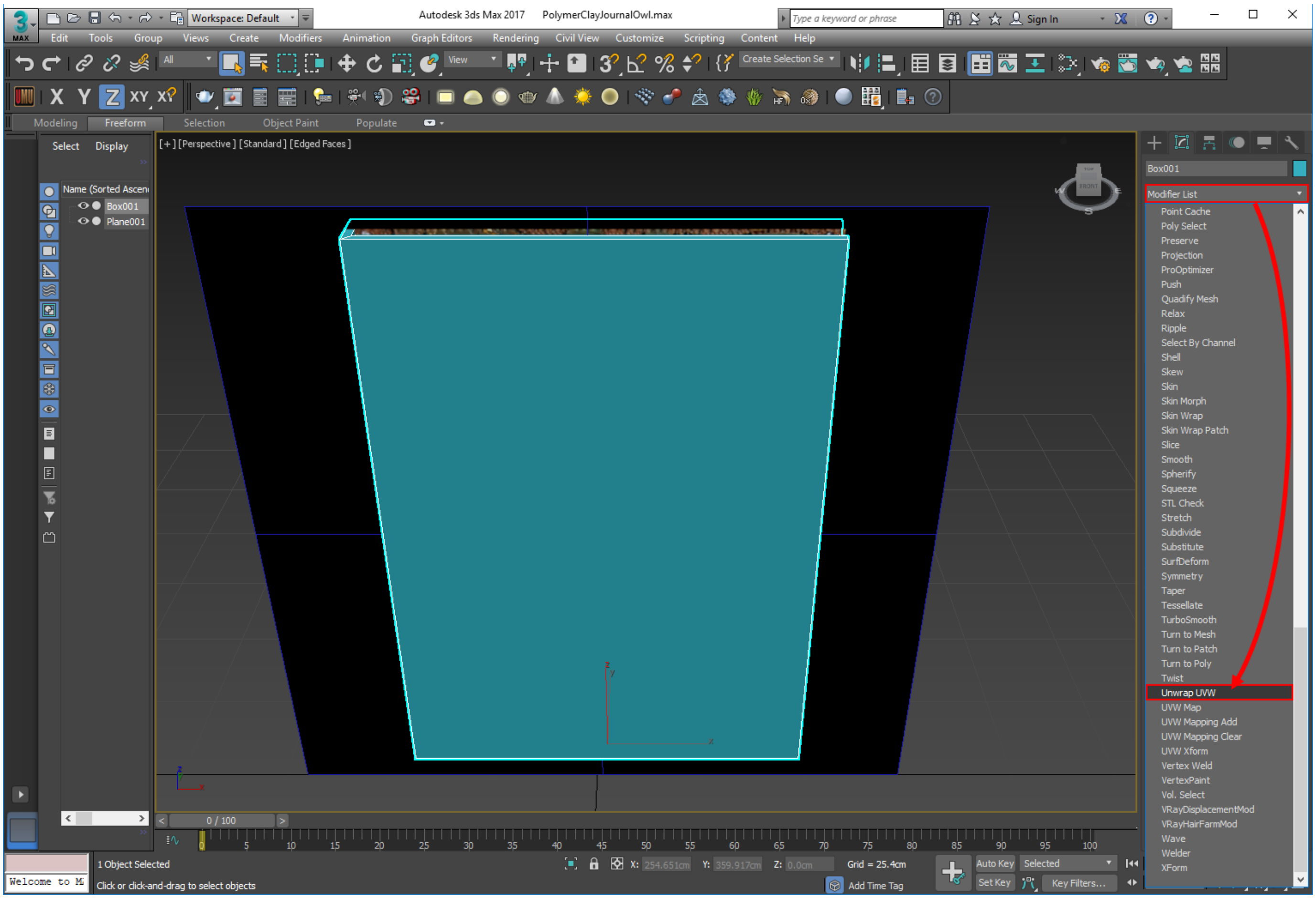
33. After unwrap UV, convert to editable poly and save map channel 1 (UV 1)



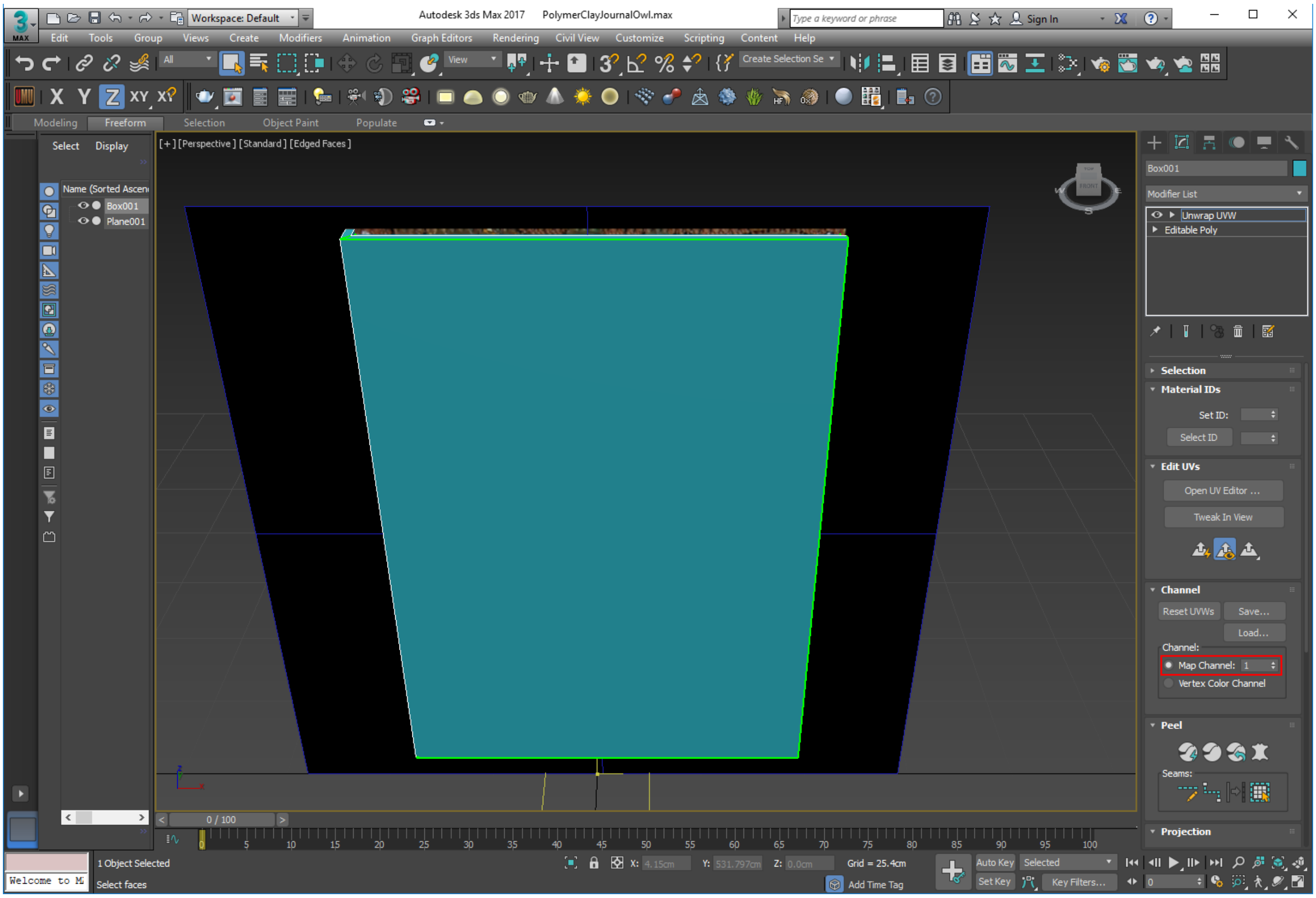
34. Click on Modifier List



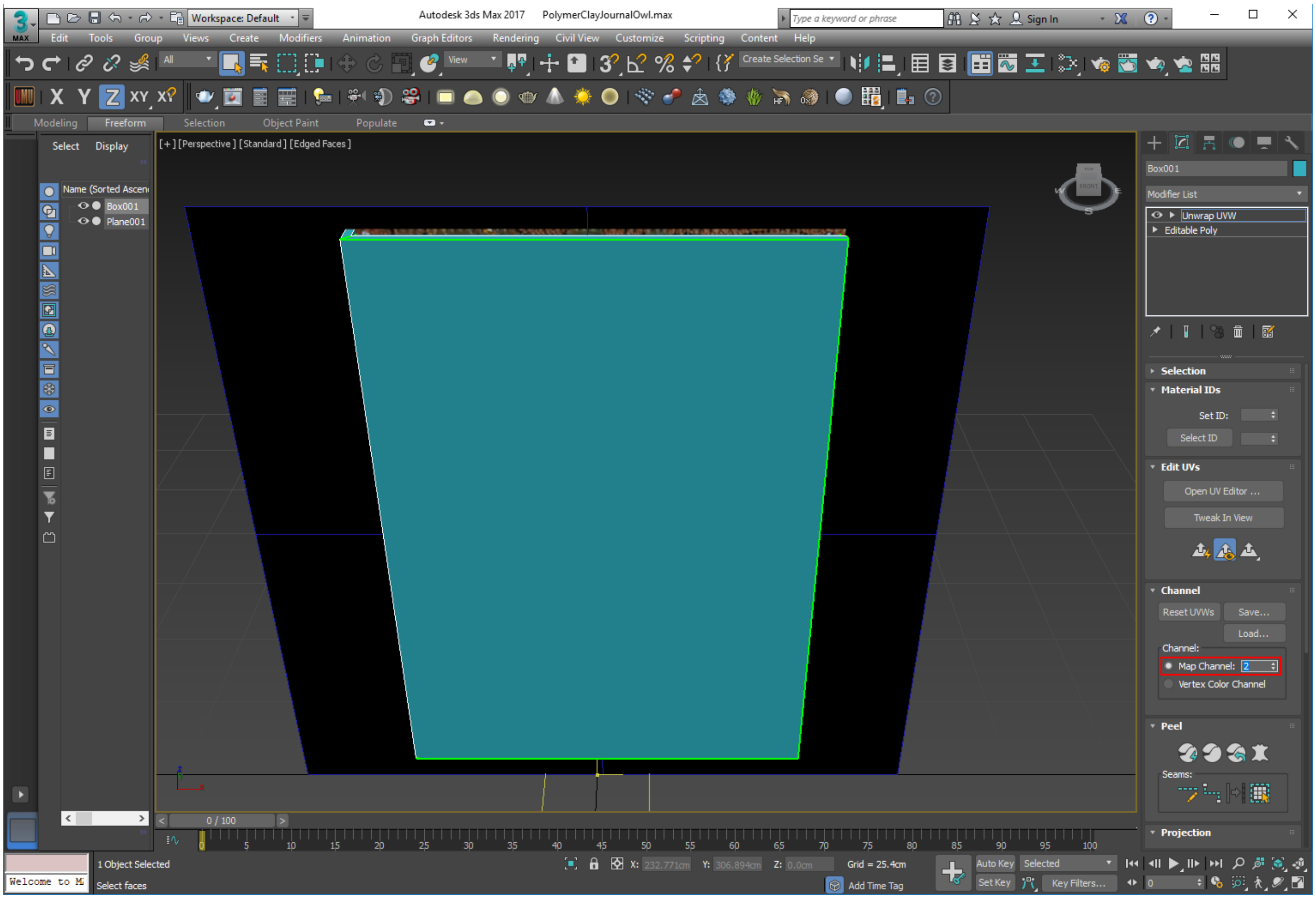
35. Modifier List → Unwrap UVW



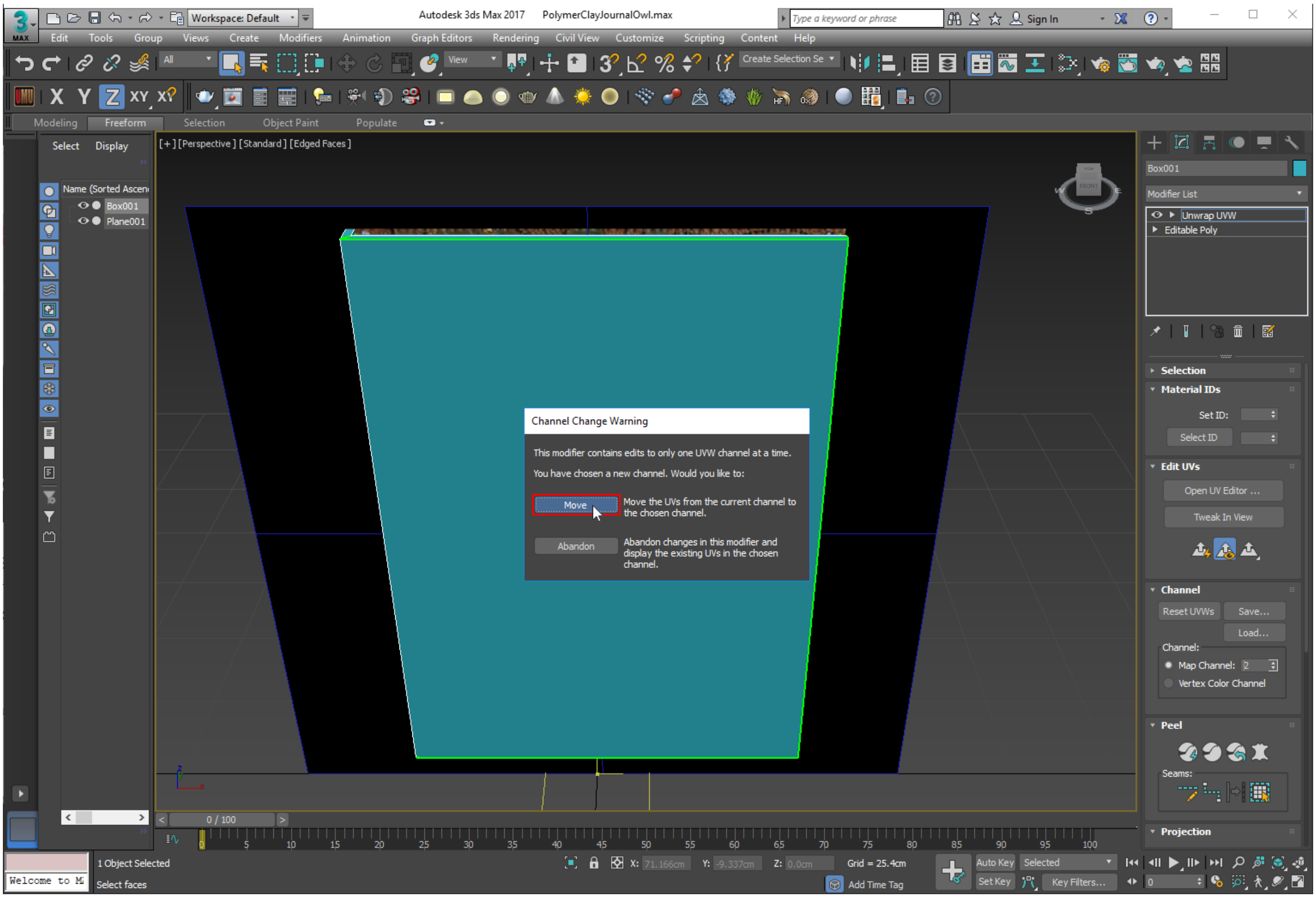
36. Map Channel: 1 → 2



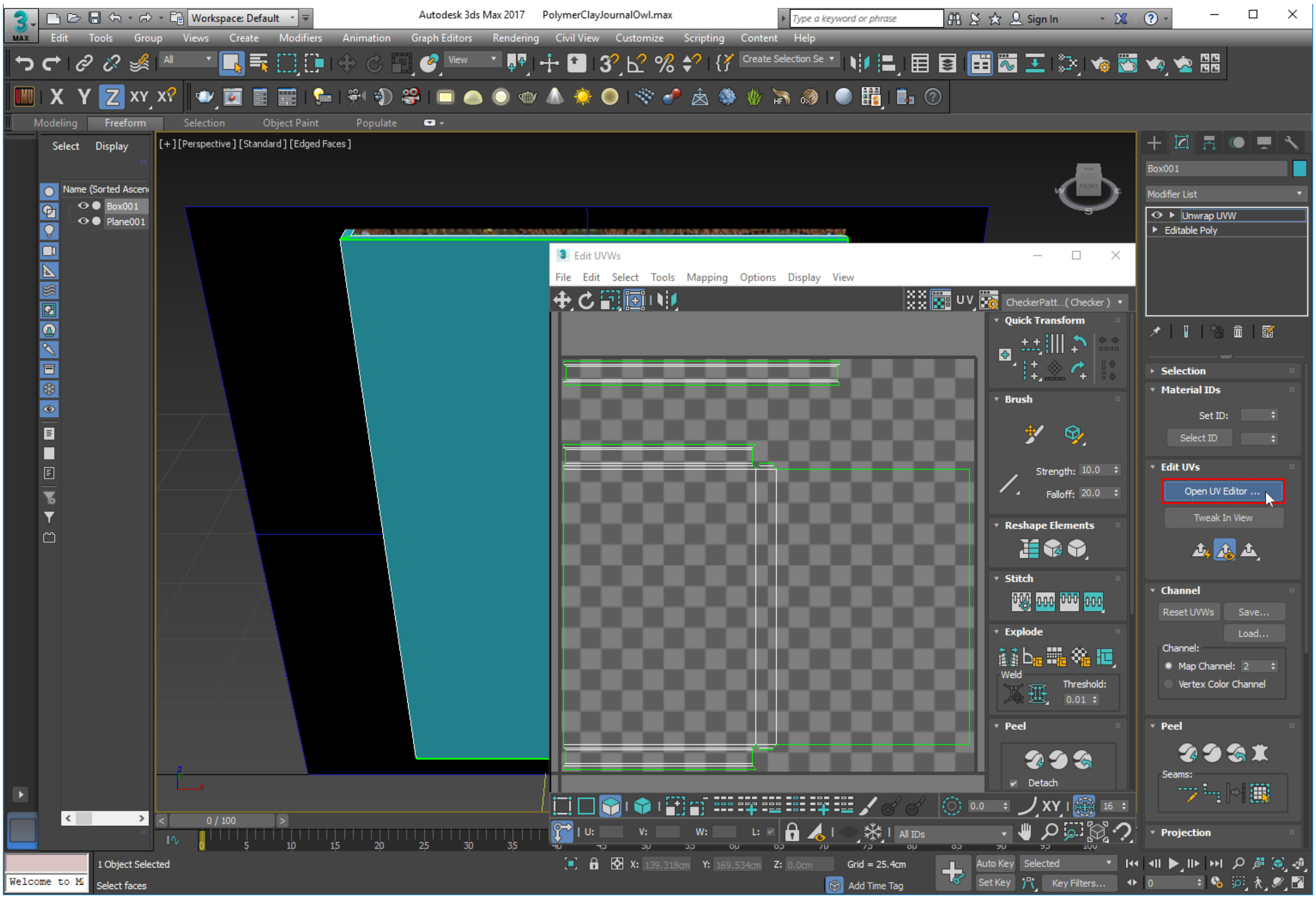
37. Map Channel: 1 → 2



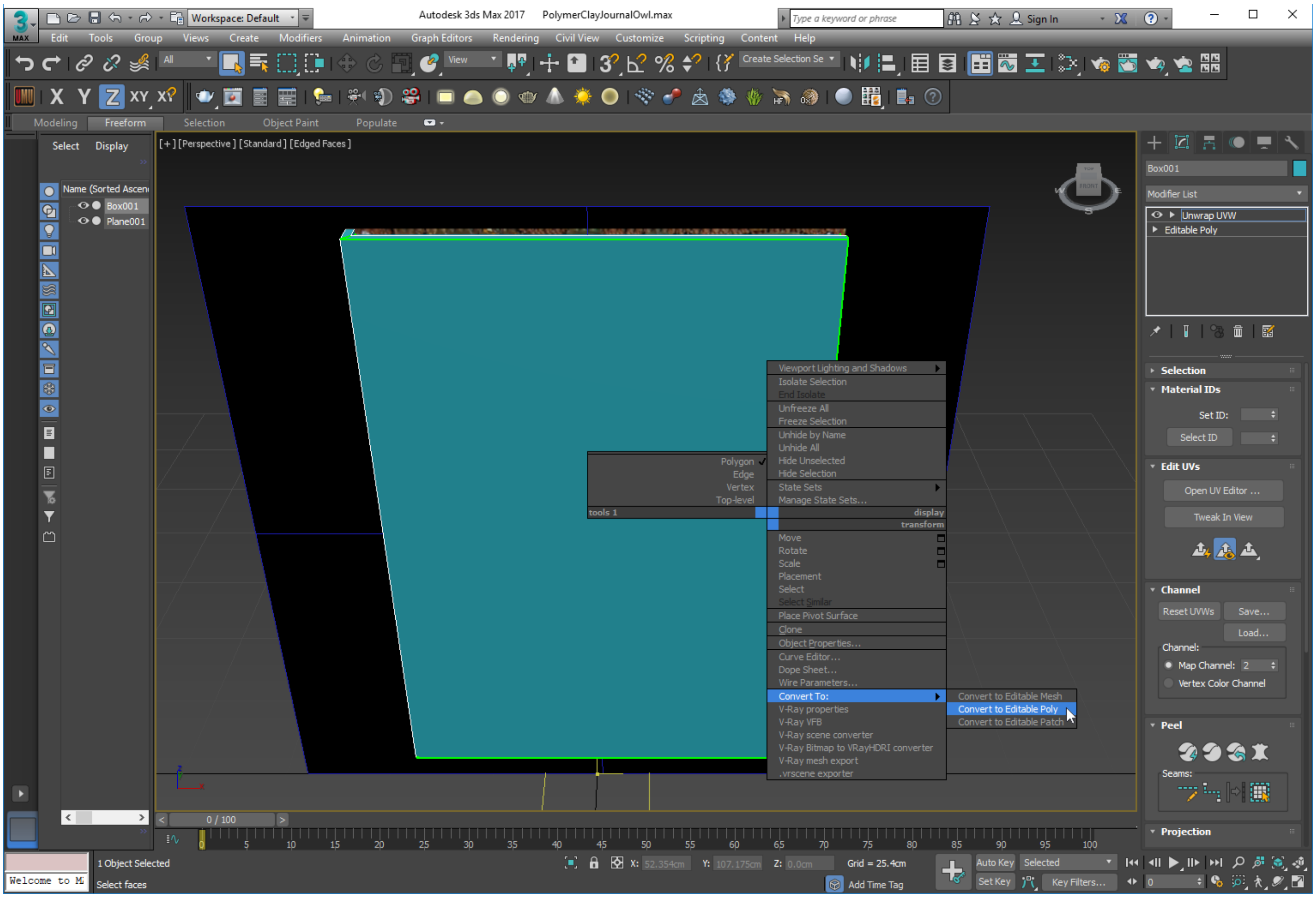
38. Channel Change Warning appear, click Move



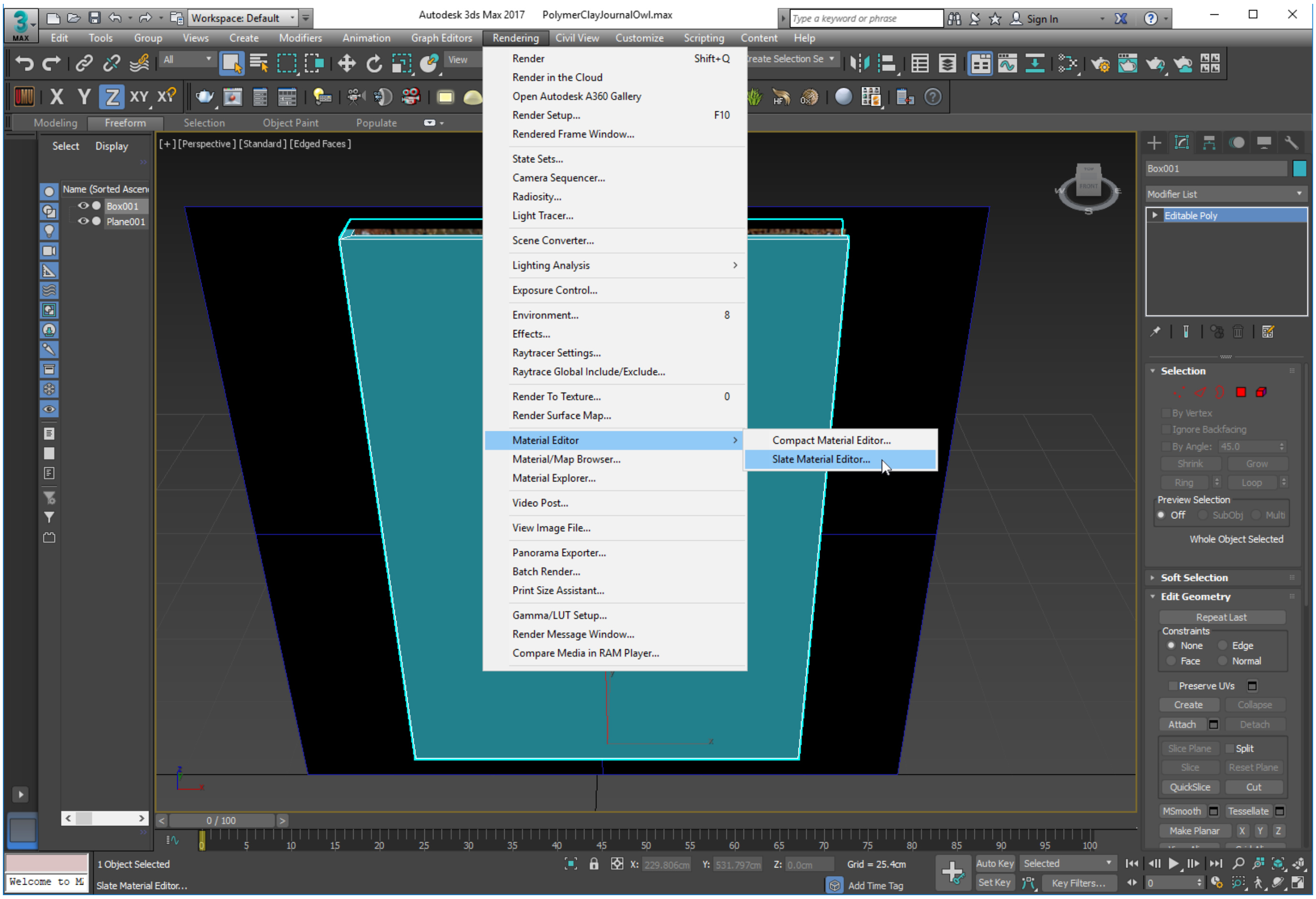
39. After click move and you will see the UV same as previous



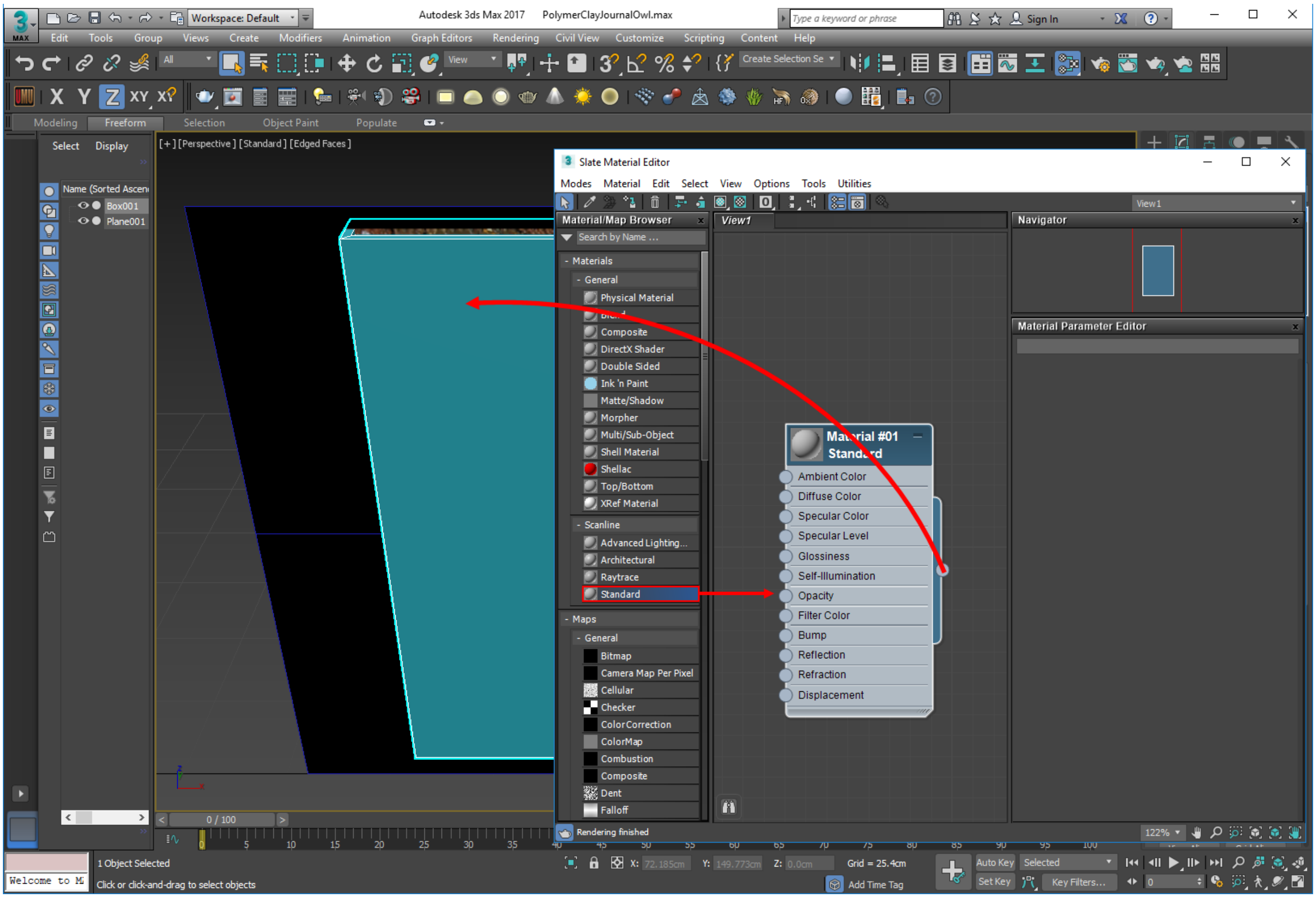
40. Right click and convert to editable poly (to save map channel 2 or uv 2)



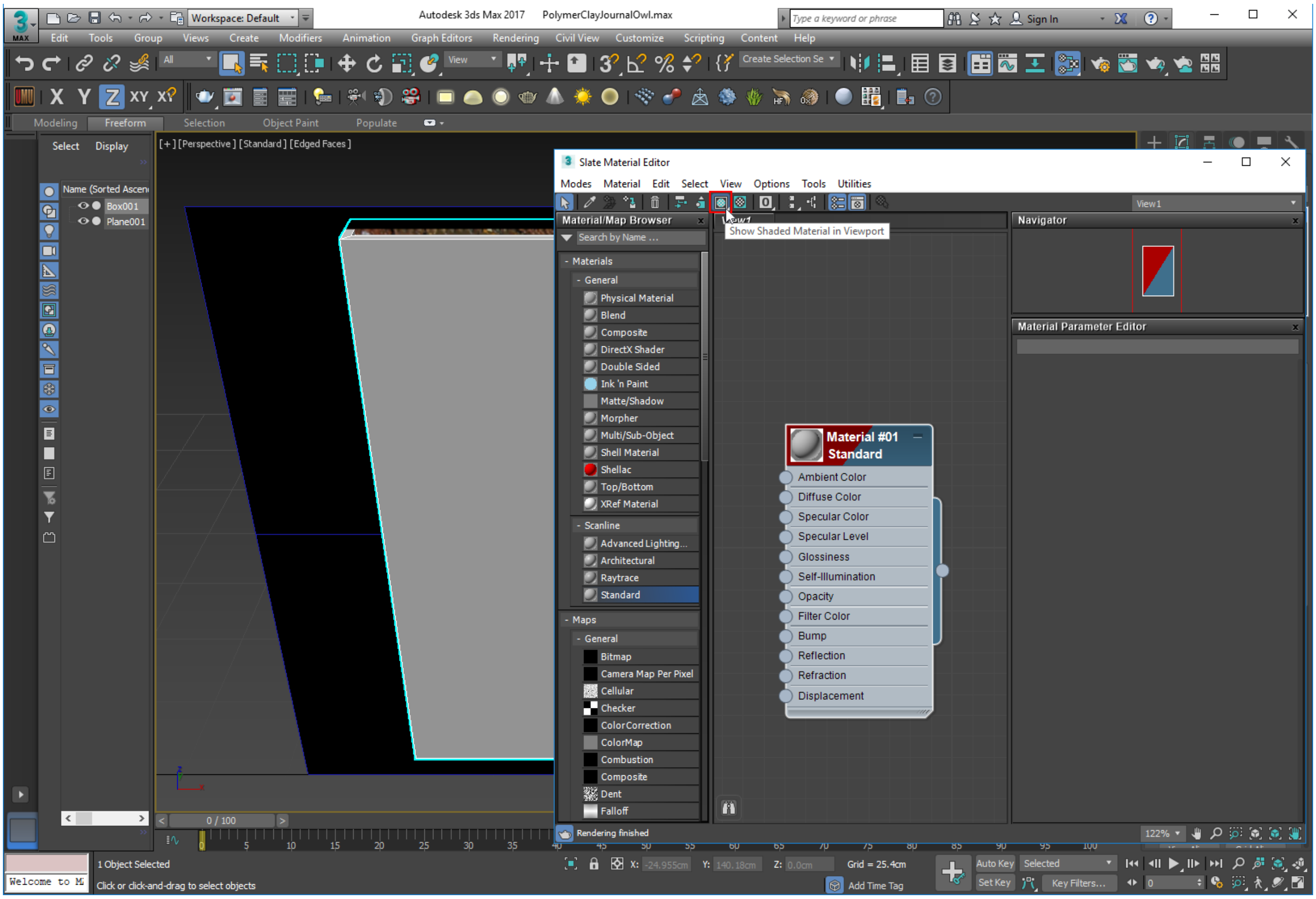
41. Material Editor → Slate Material Editor



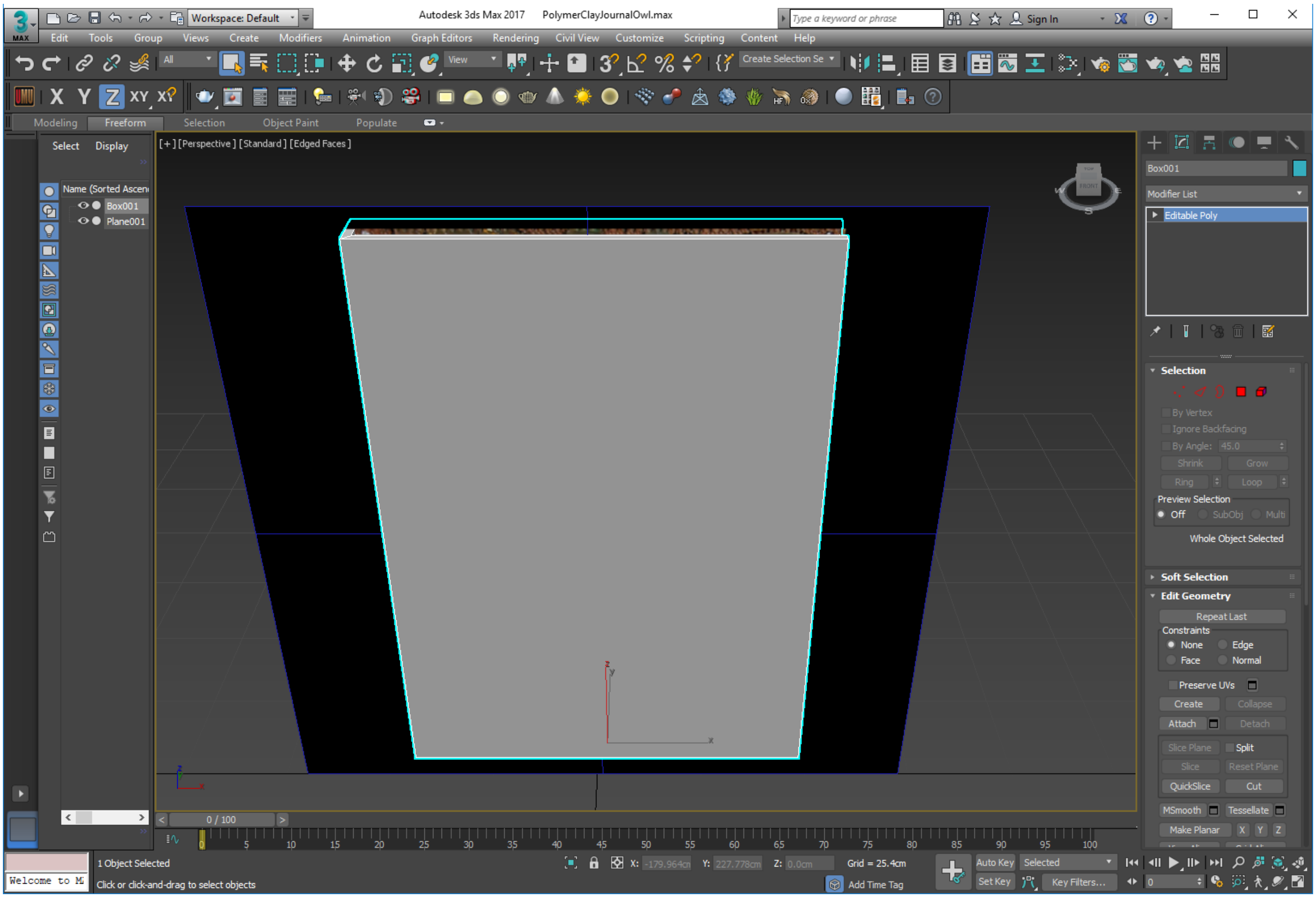
42. Standard material → Book (or Journal)



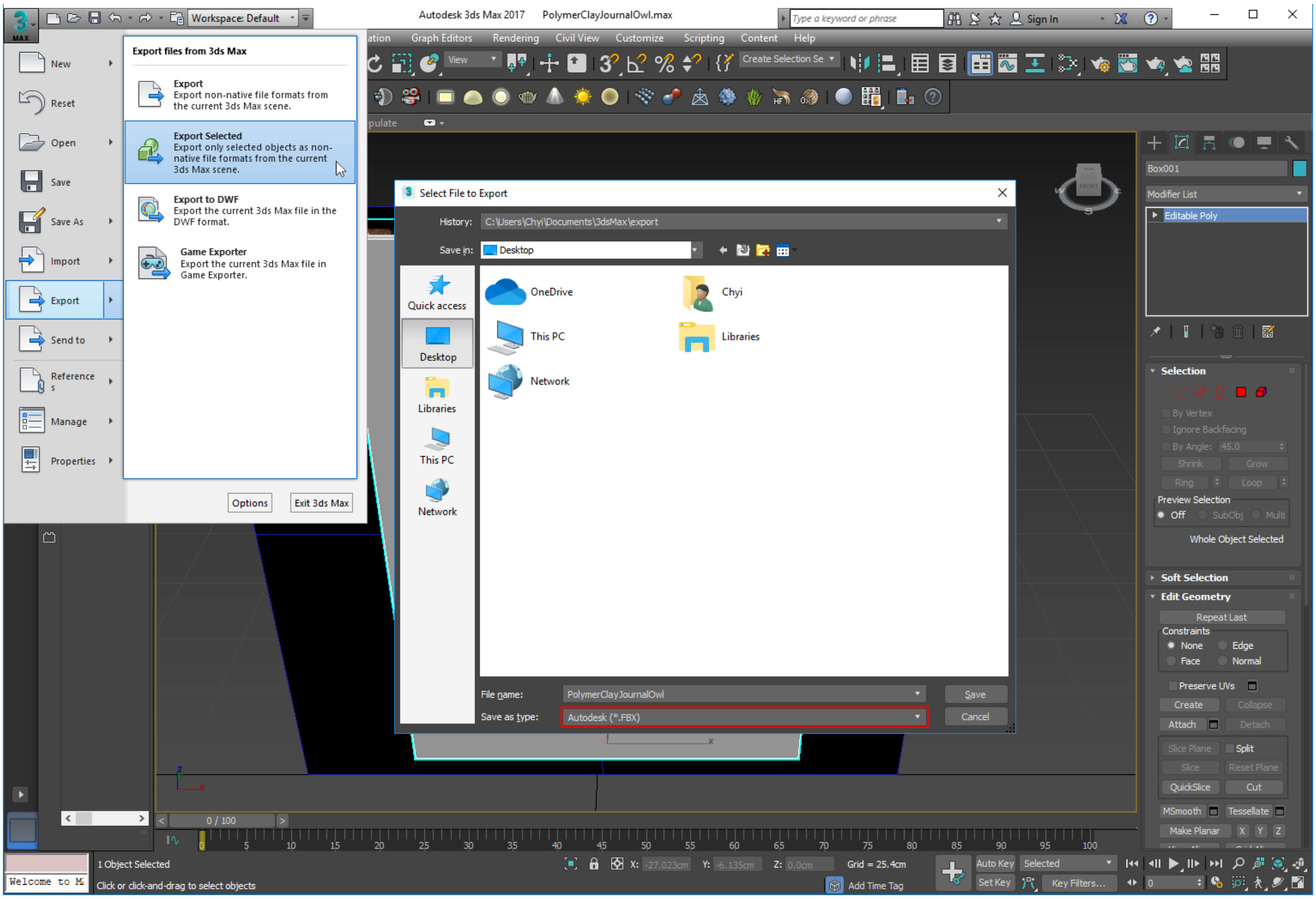
43. Click Show Shaded Material in Viewport



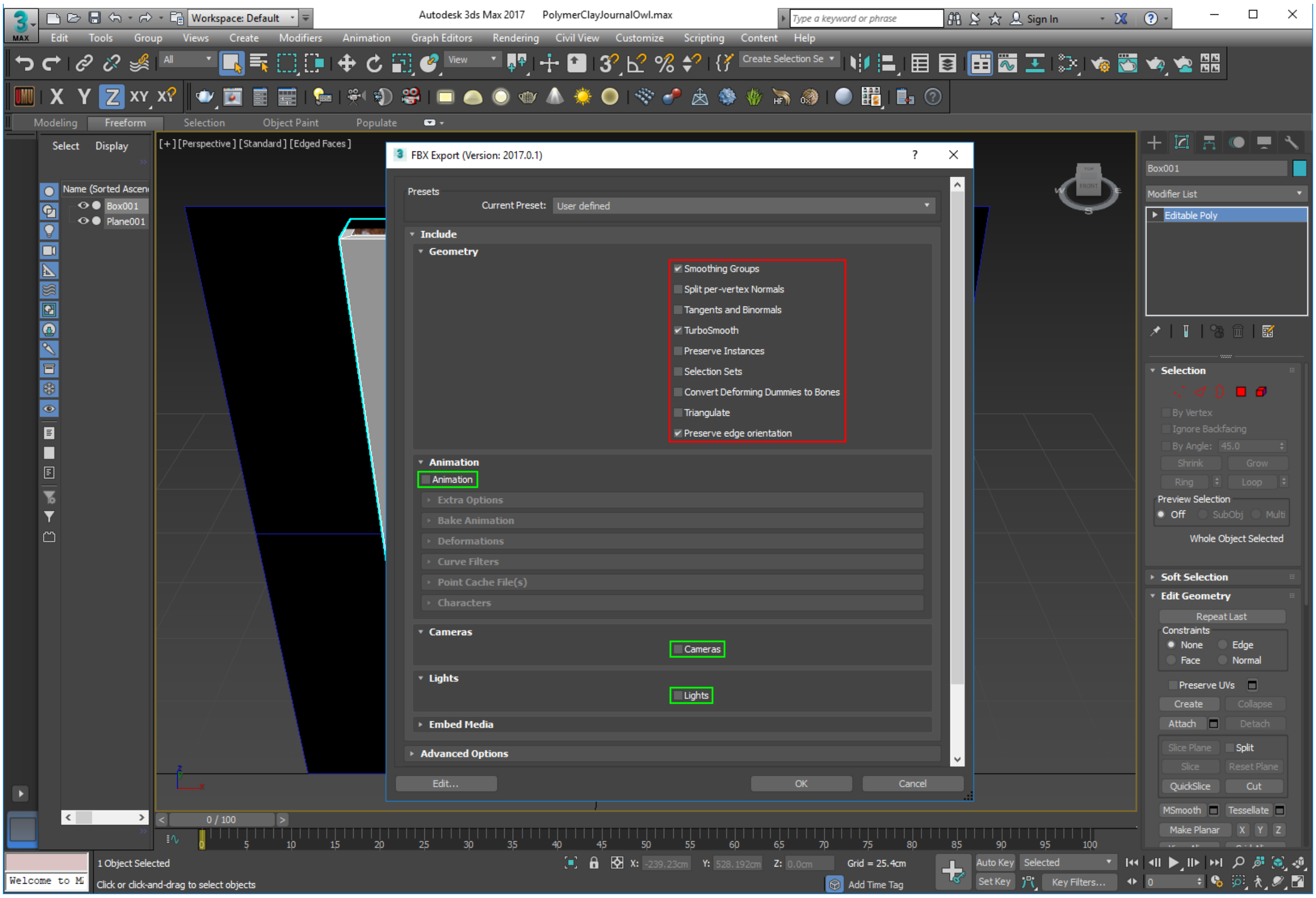
44. Done, now select the book (journal)



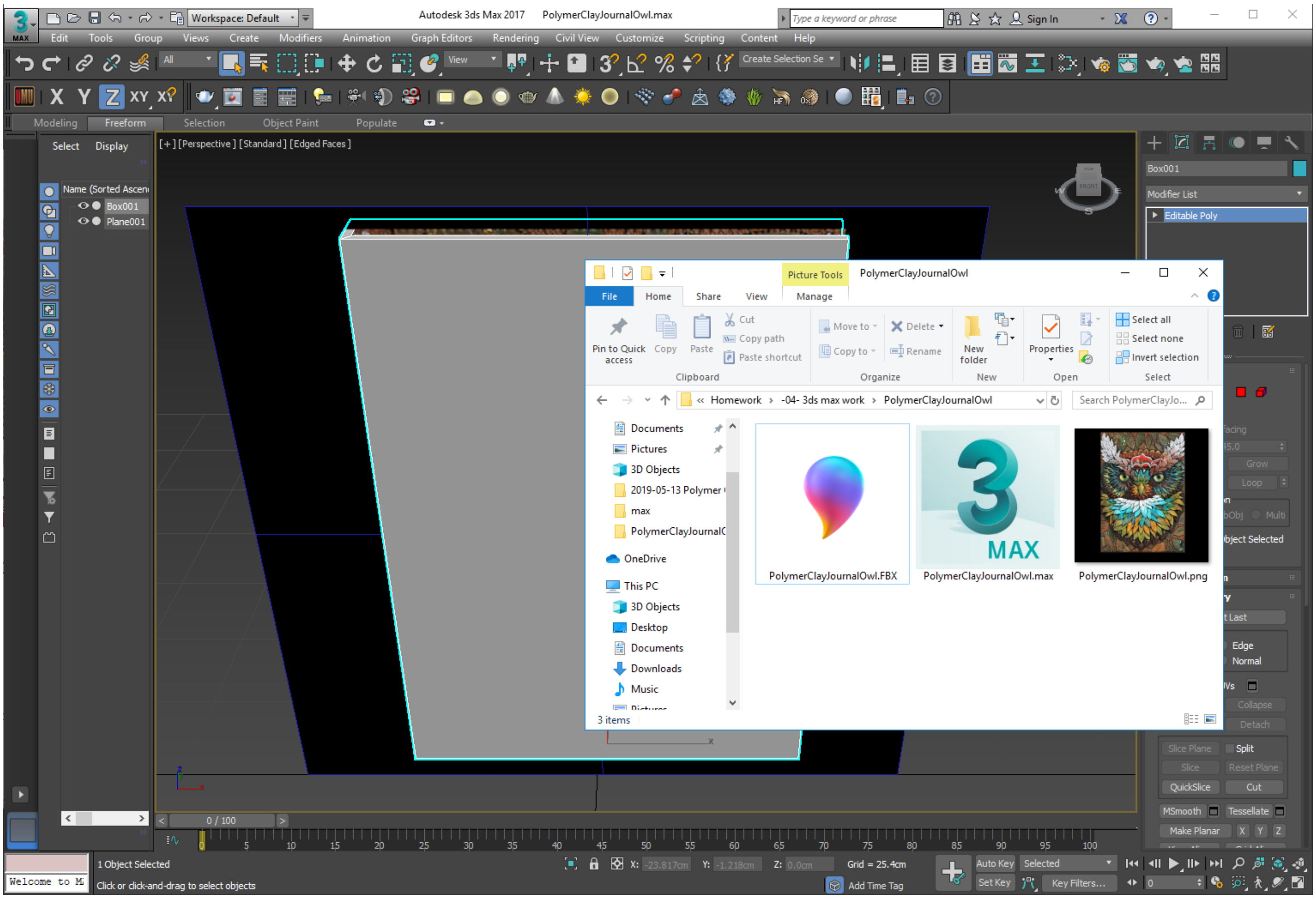
45. Export Selected, and save as FBX



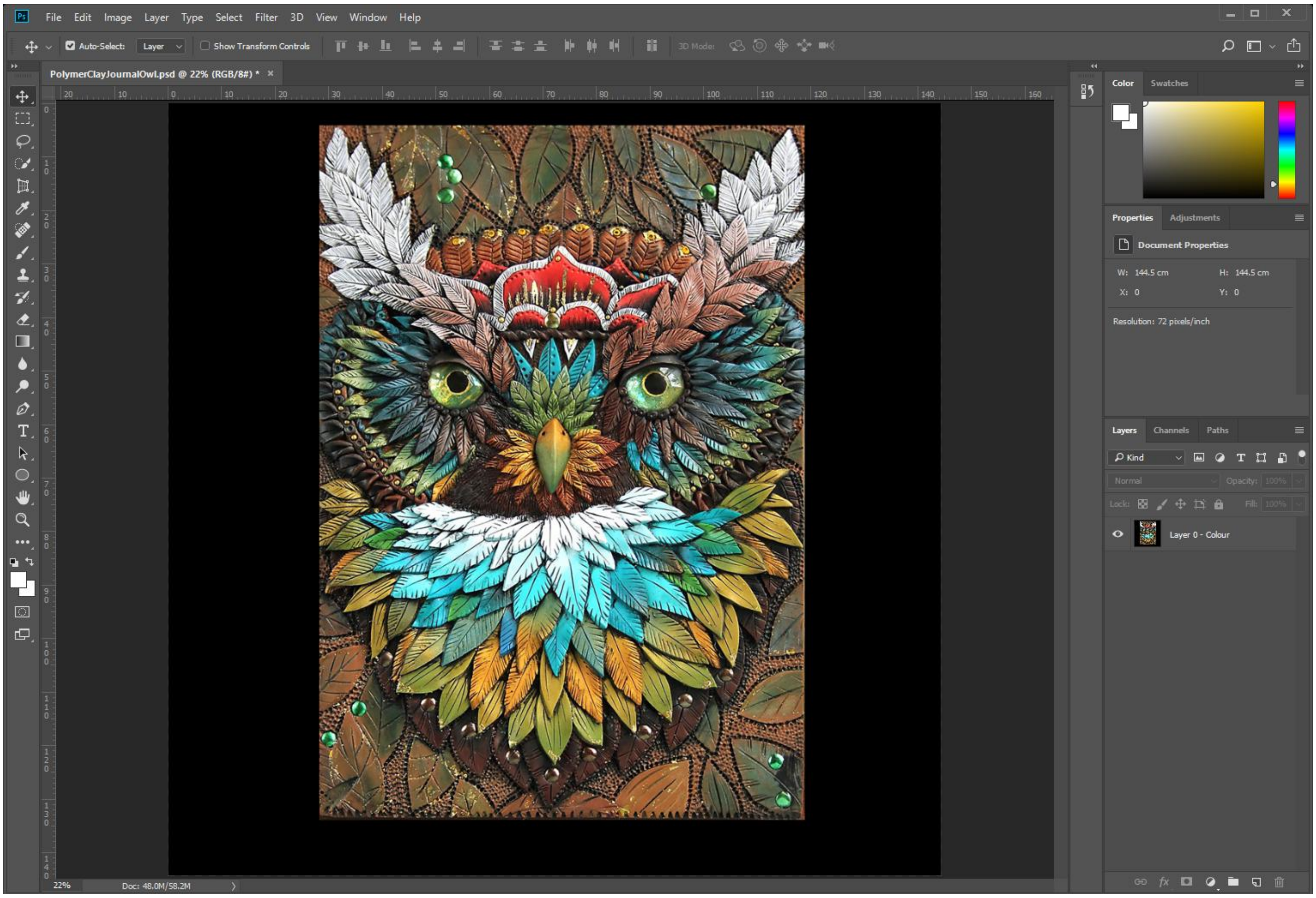
46. Save FBX



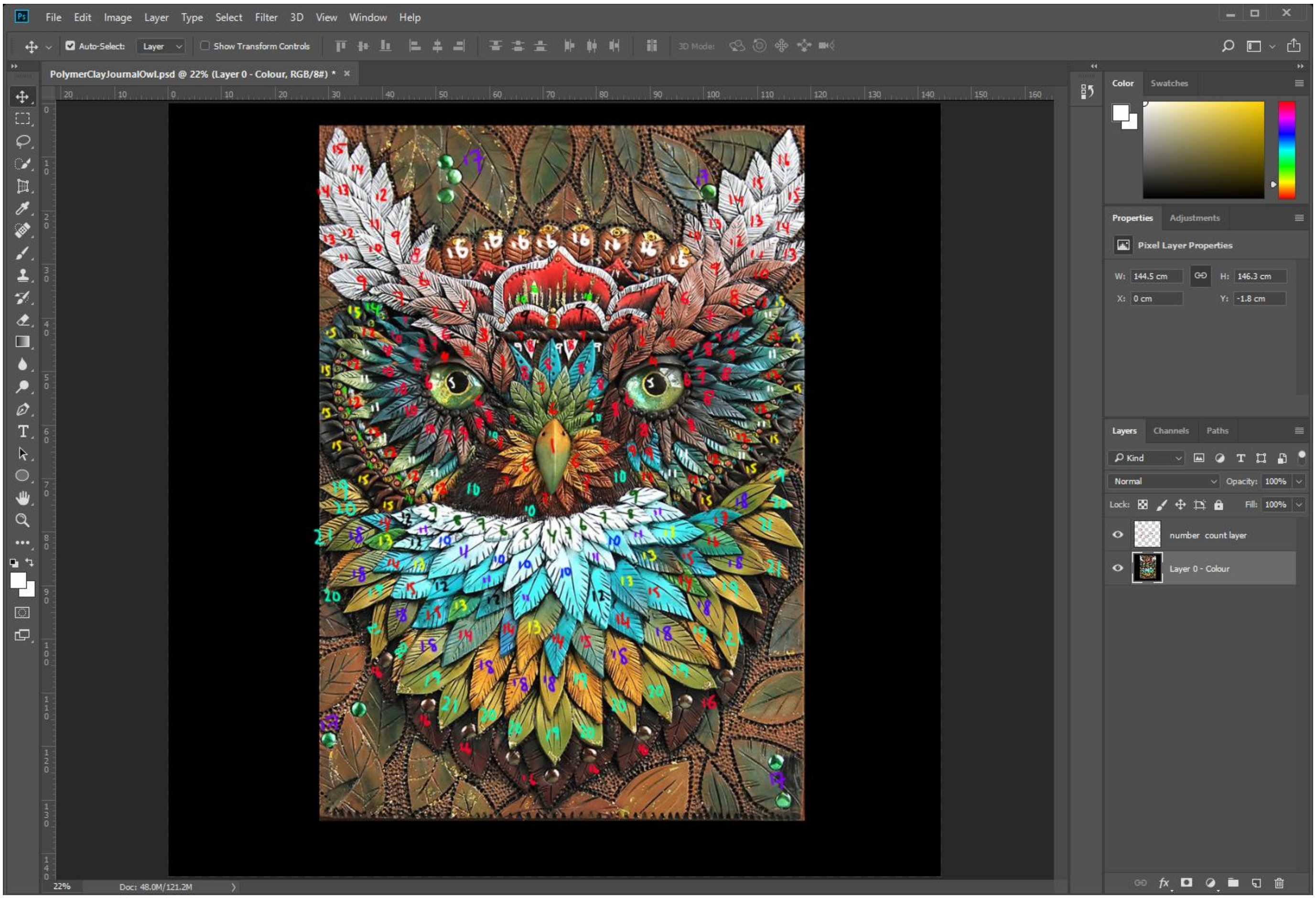
47. Check your folder and you can see your fbx



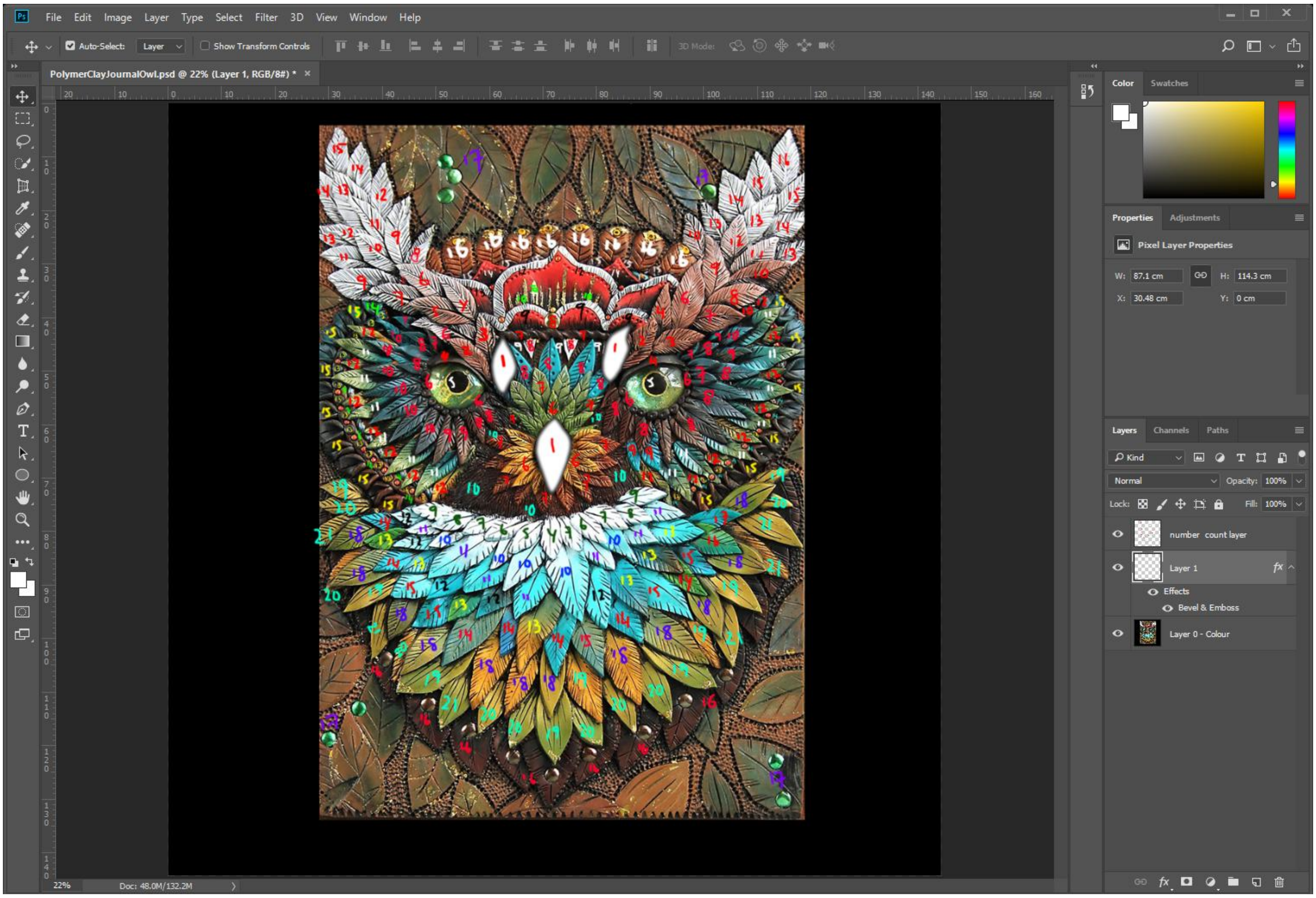
48. Open Photoshop



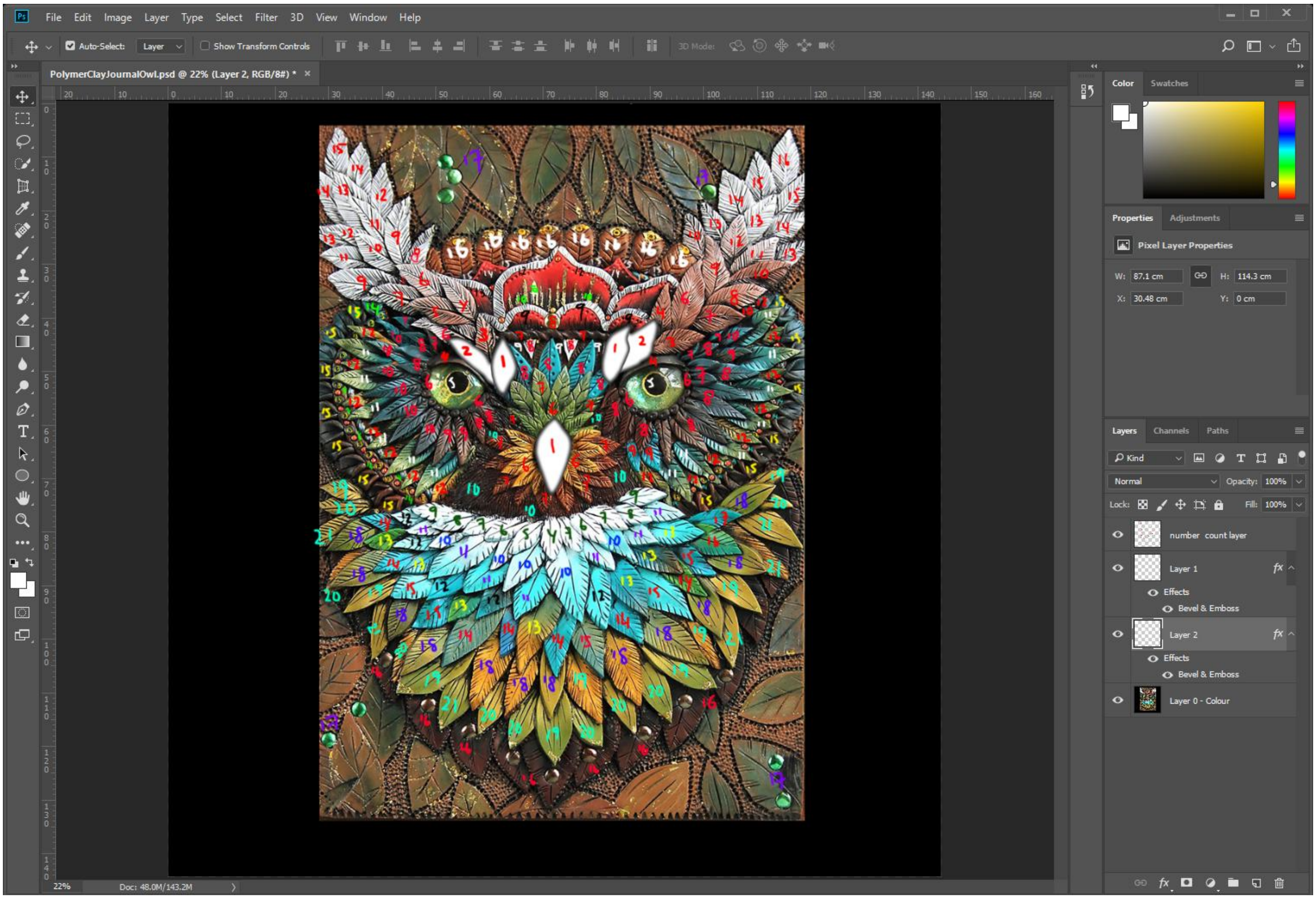
49. Make layer for each number



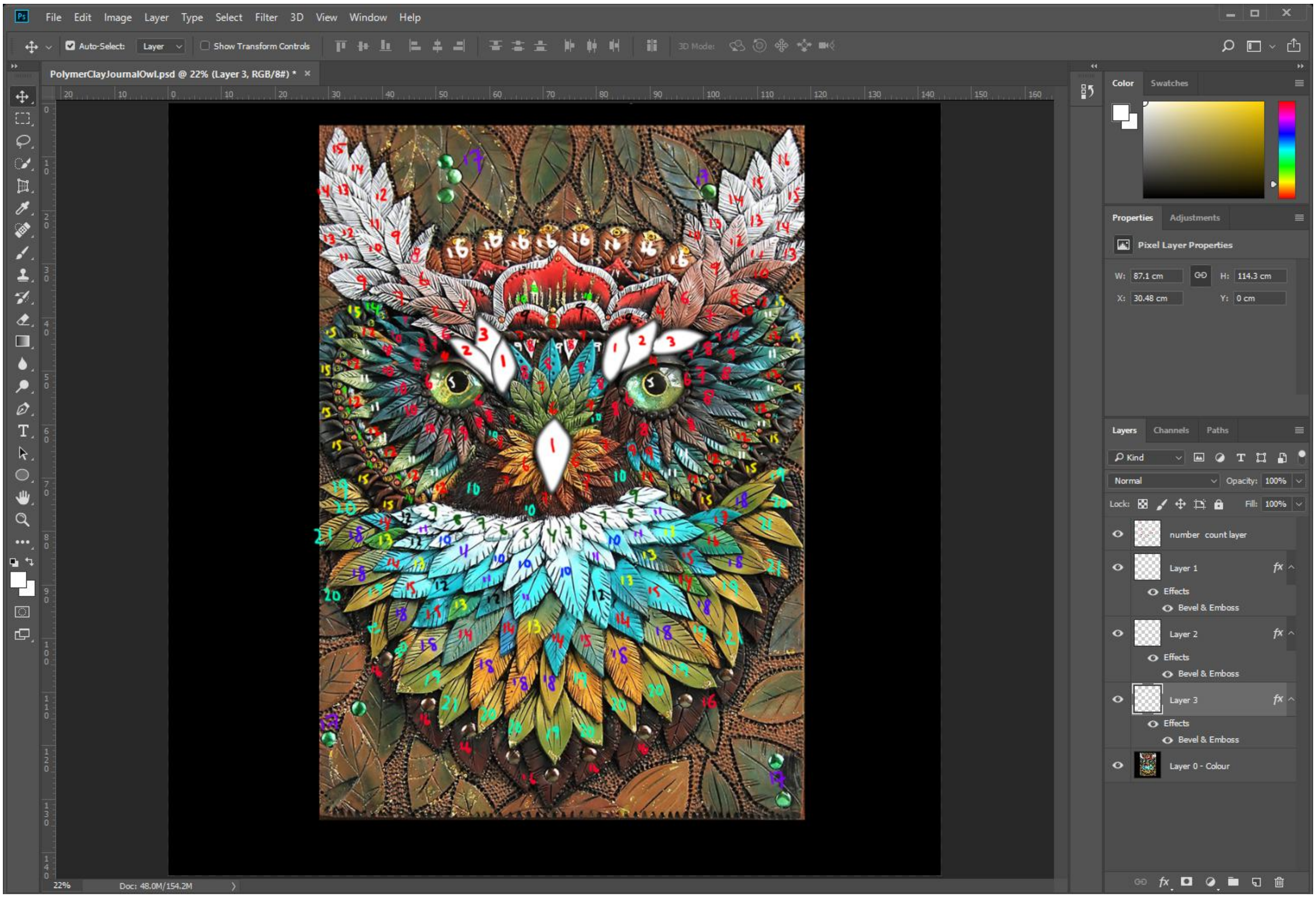
50. Layer 1



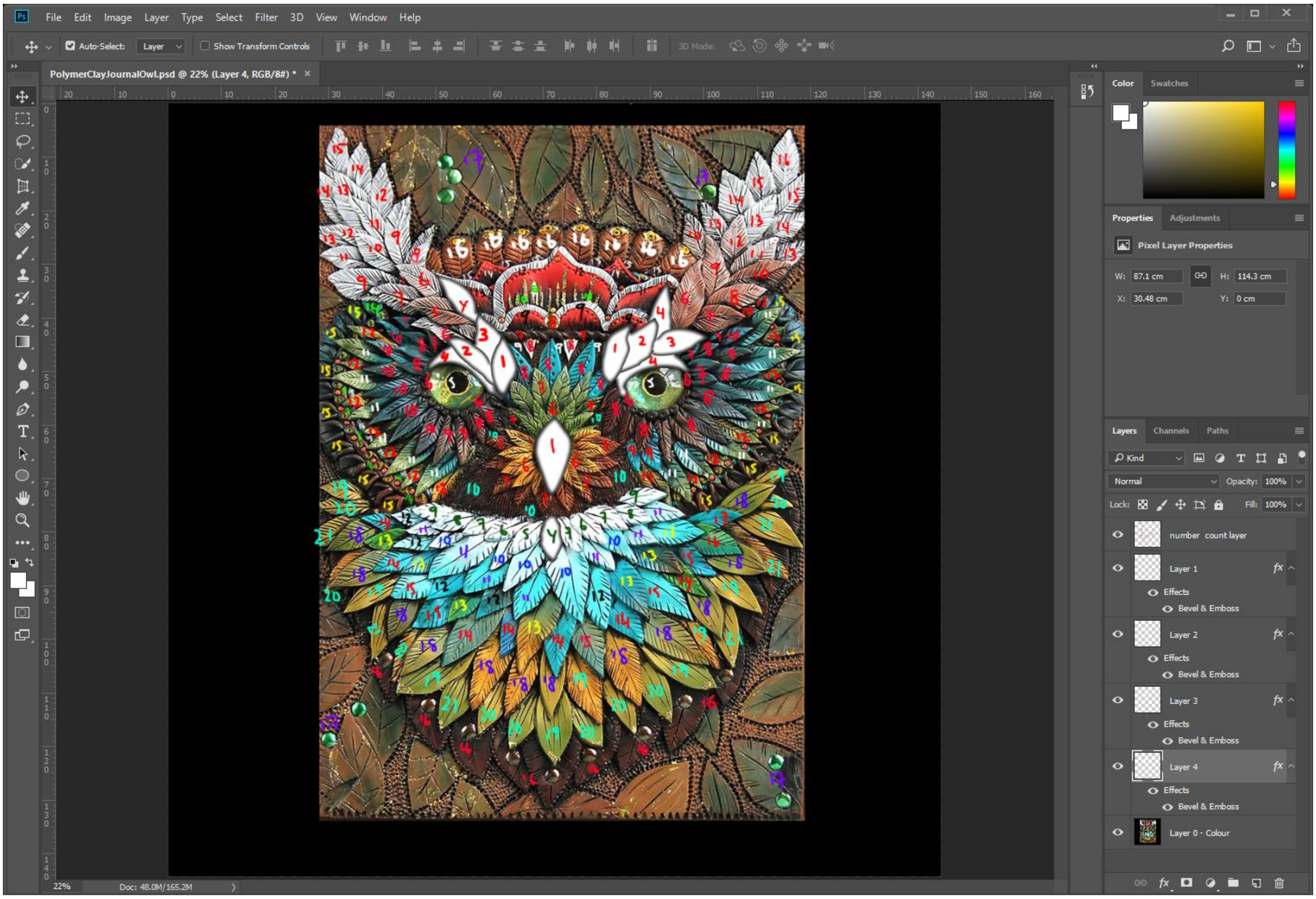
51. Layer 2



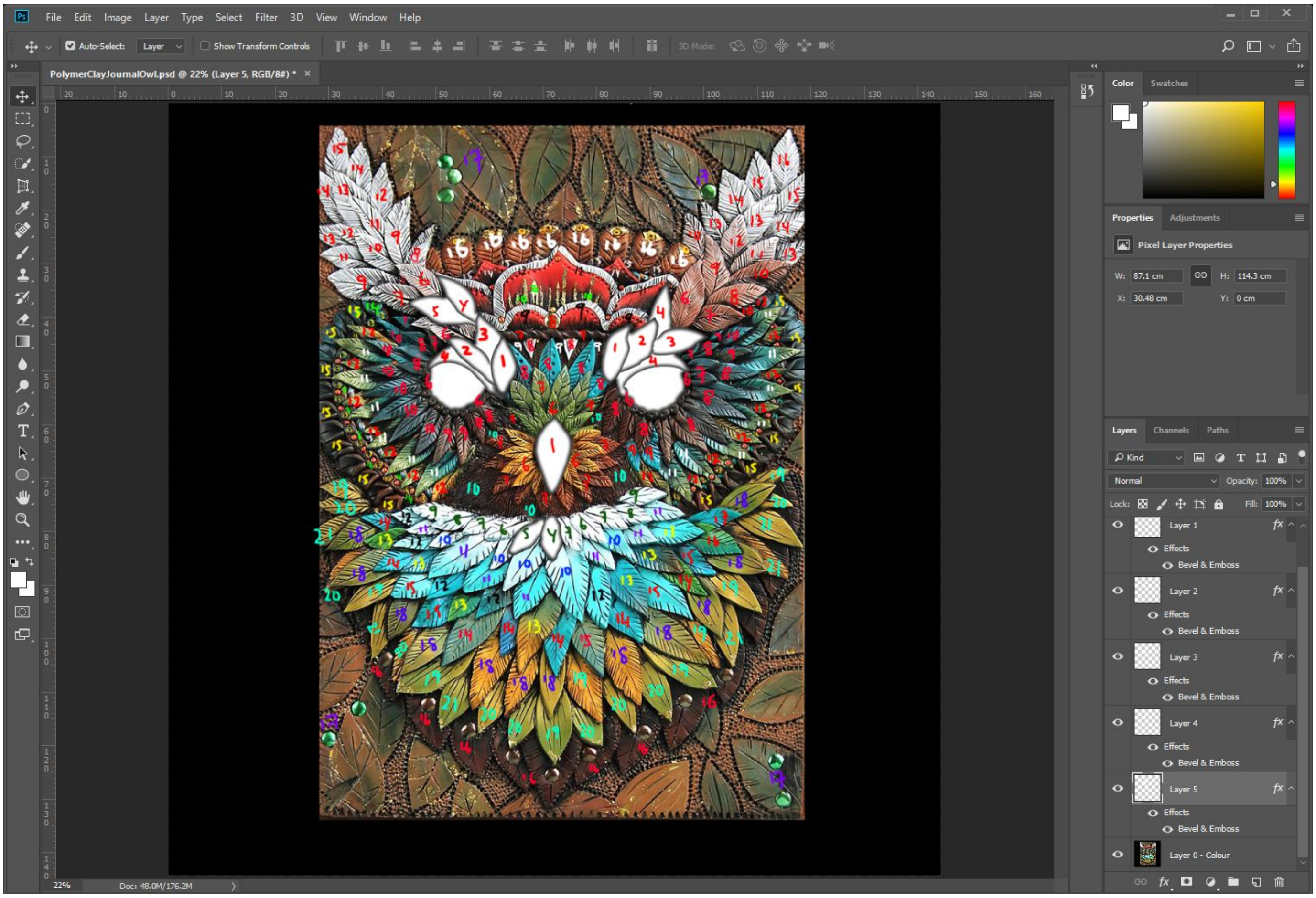
52. Layer 3



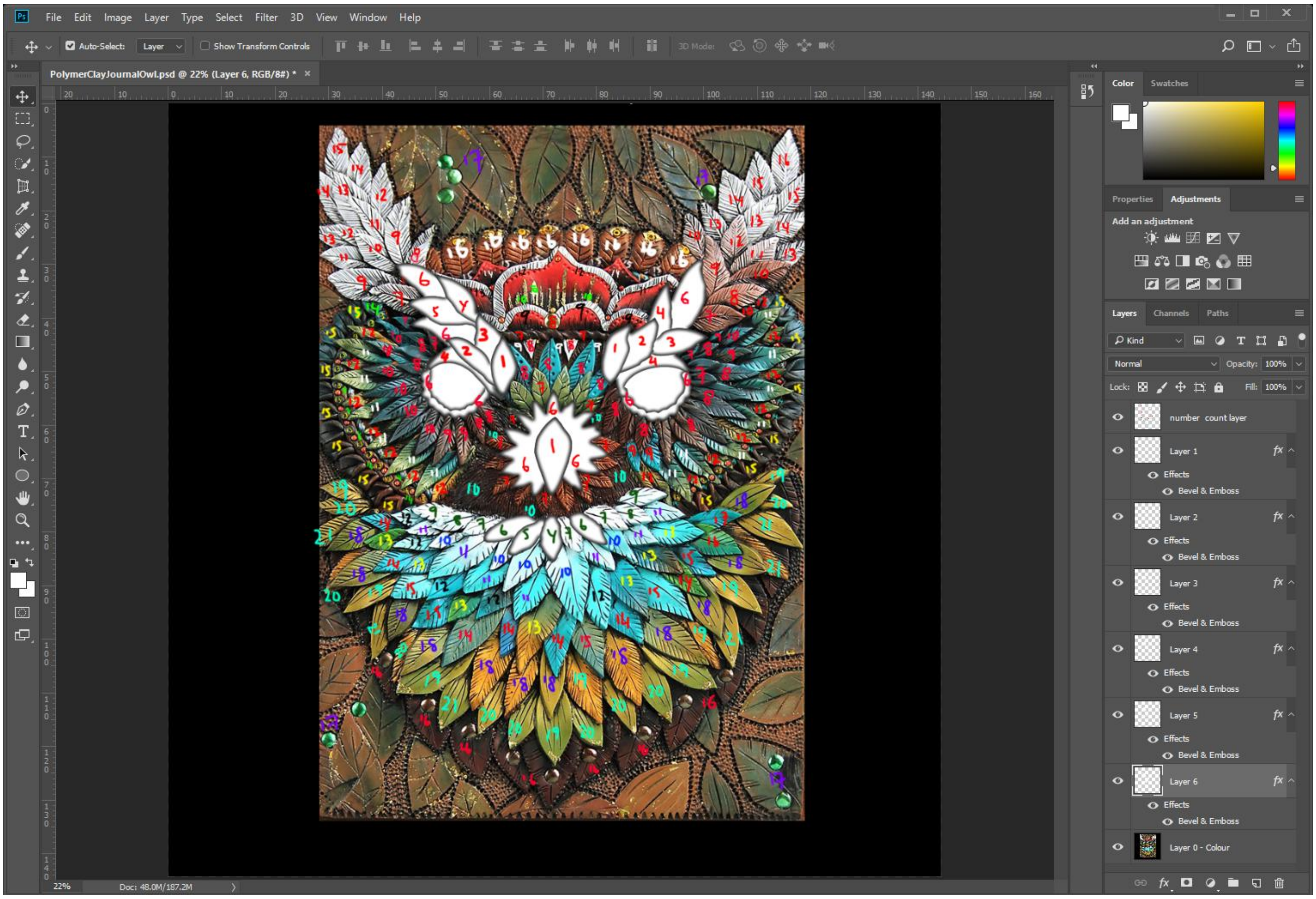
53. Layer 4



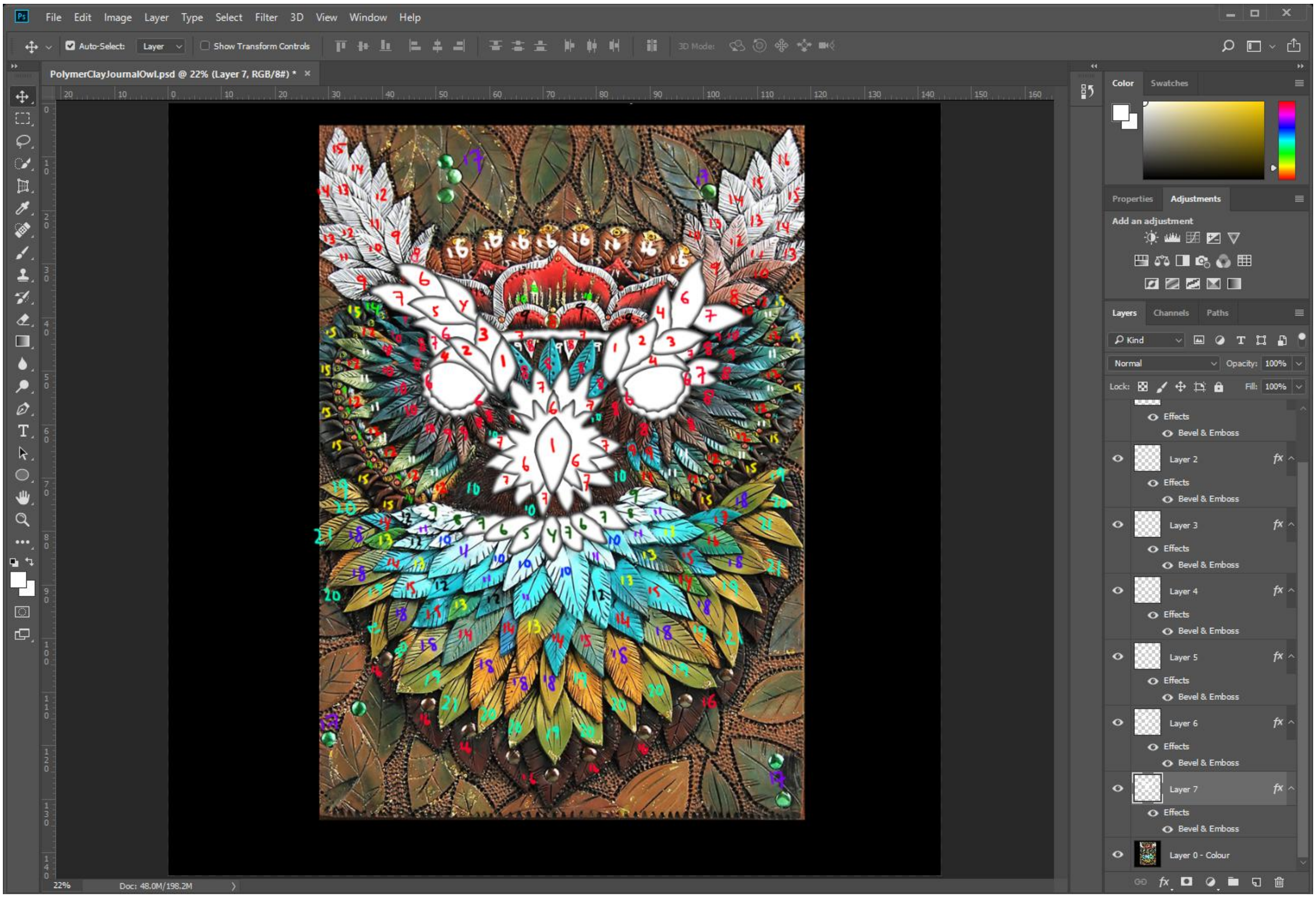
54. Layer 5



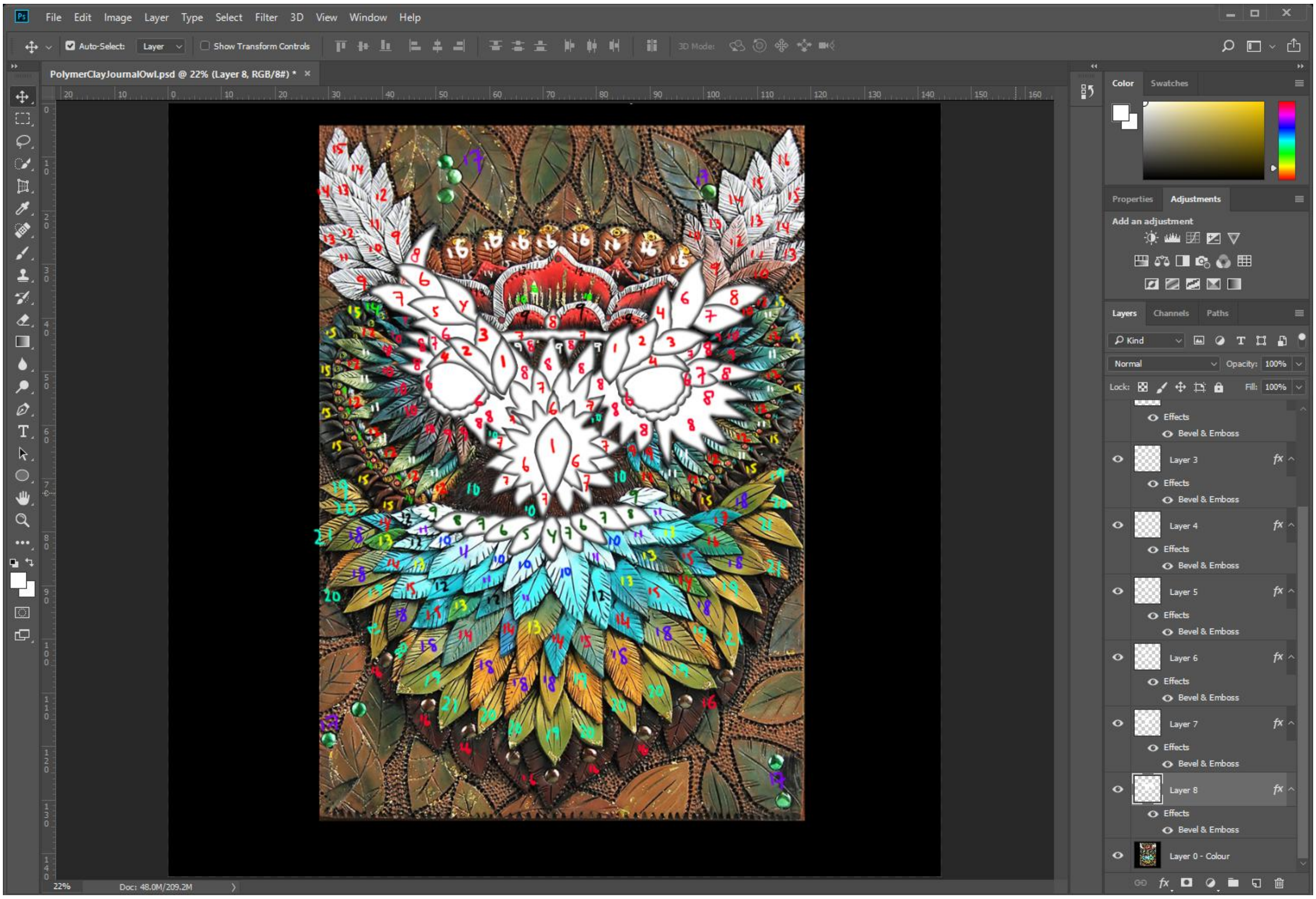
55. Layer 6



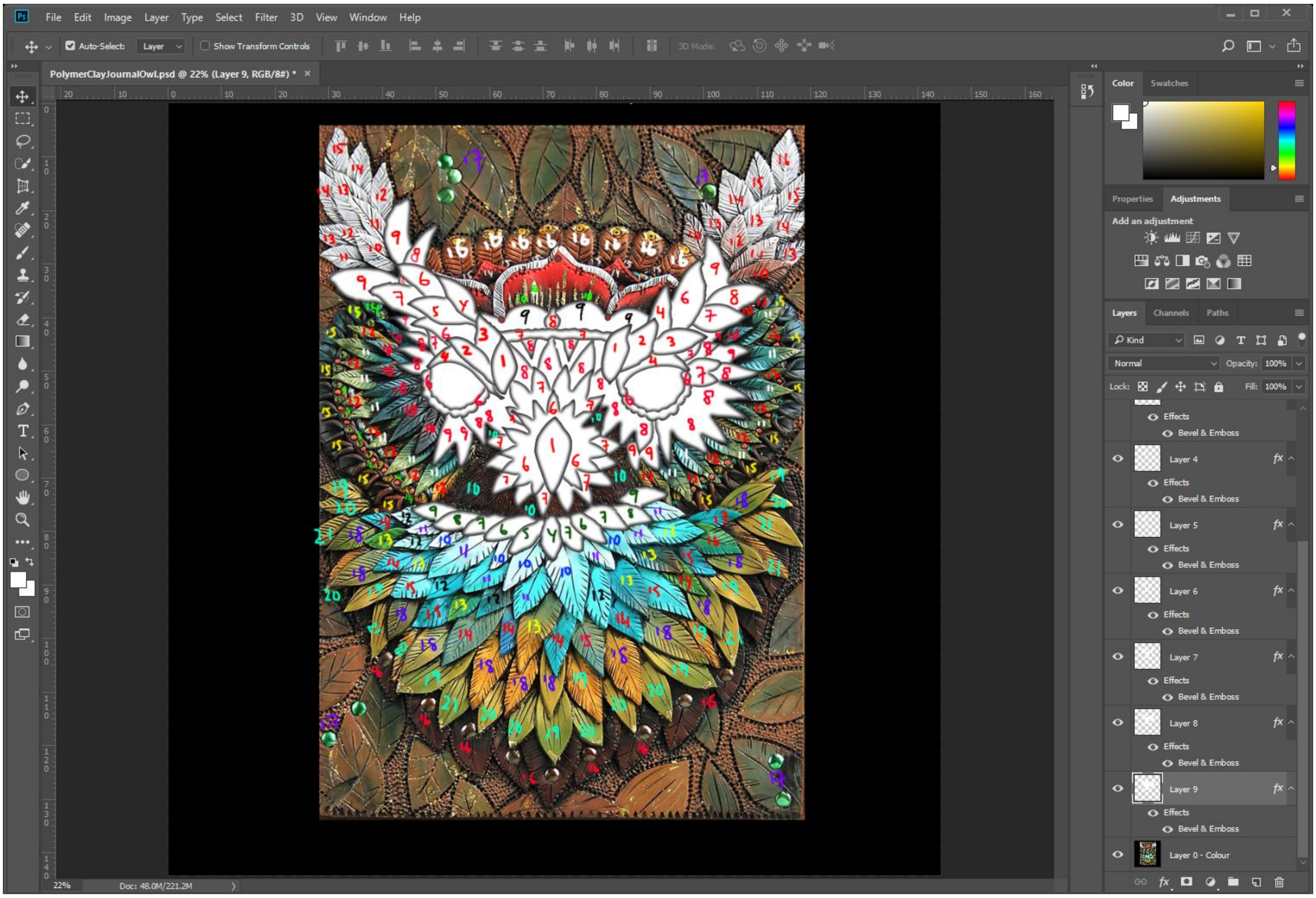
56. Layer 7



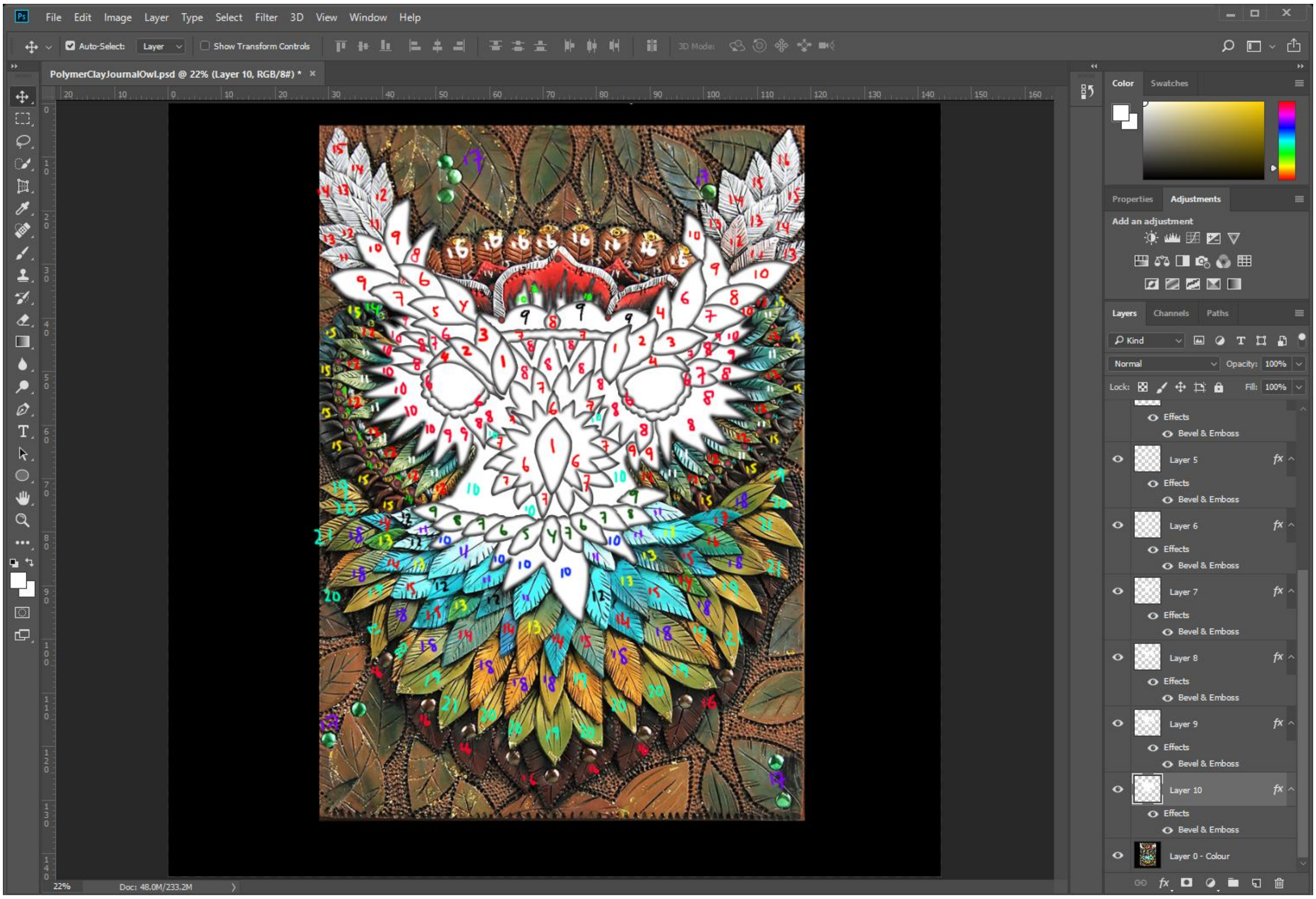
57. Layer 8



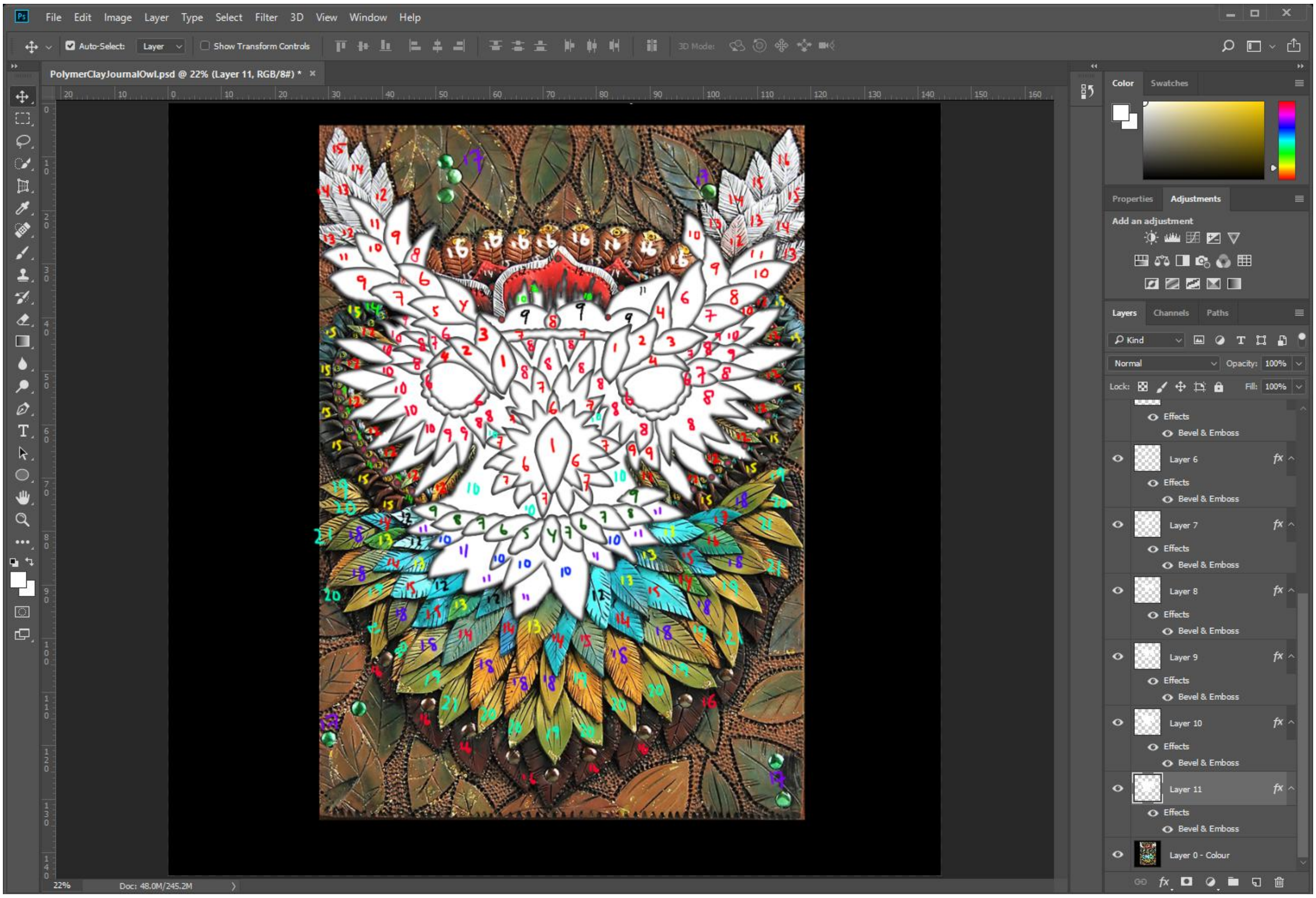
58. Layer 9



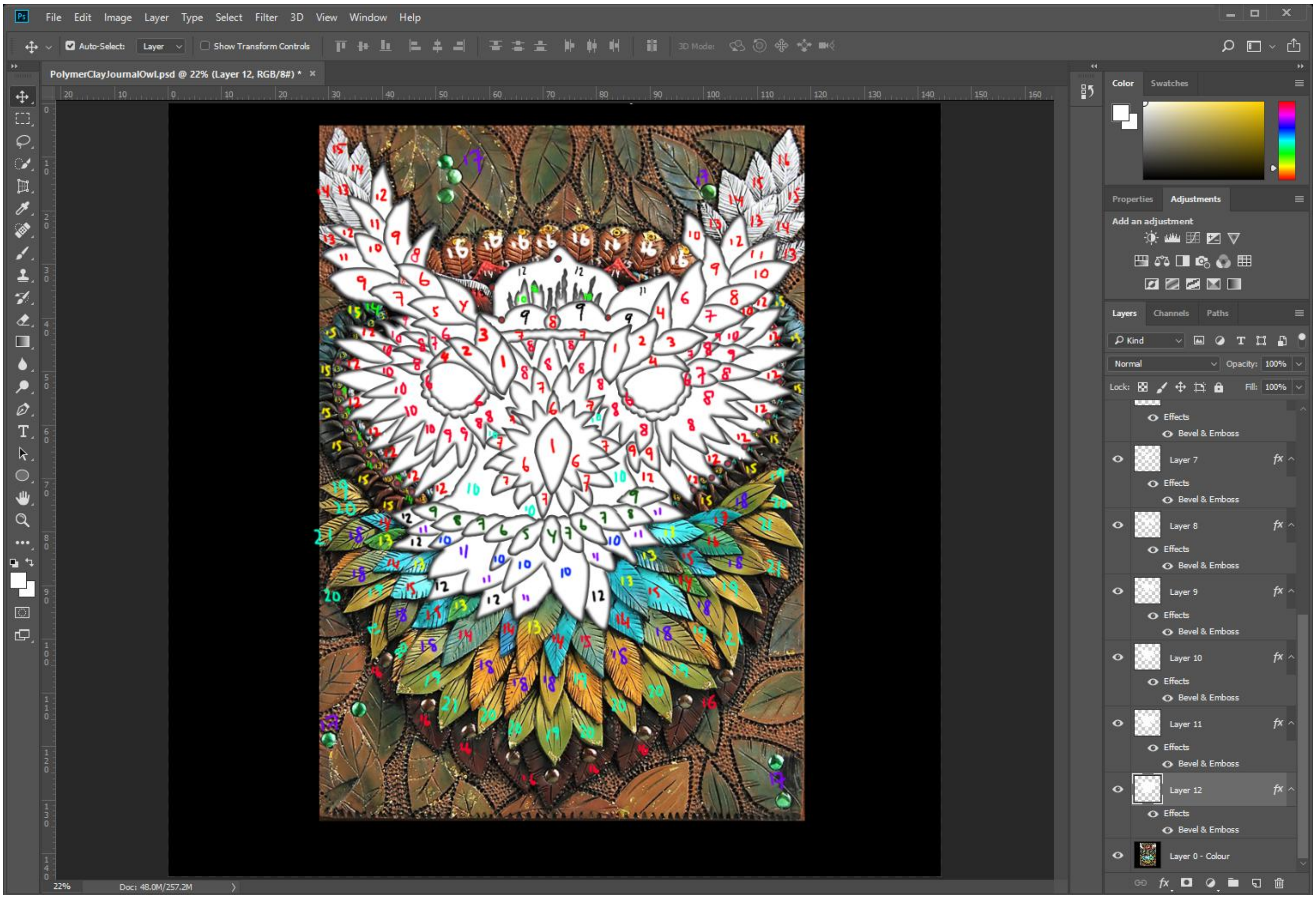
59. Layer 10



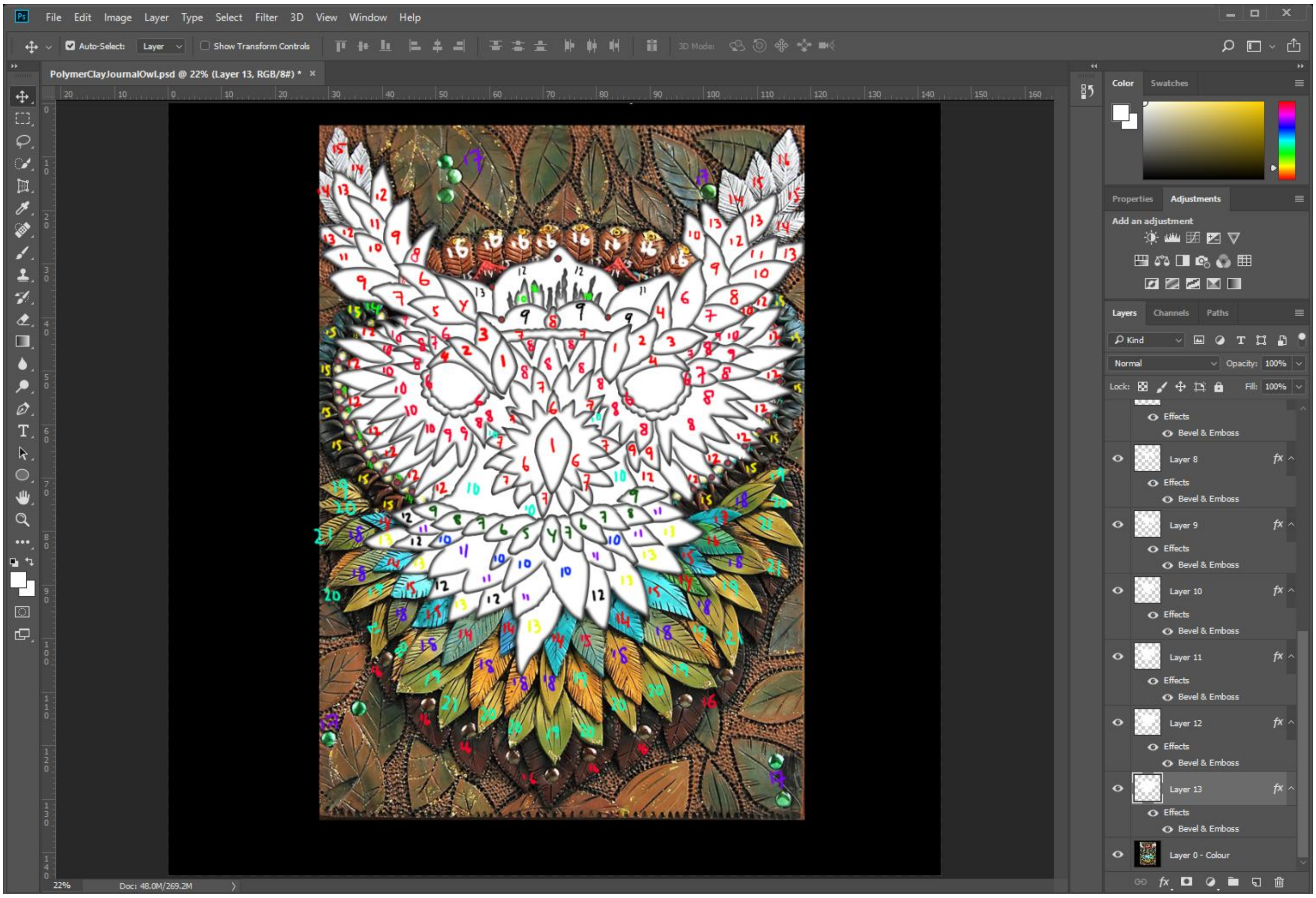
60. Layer 11



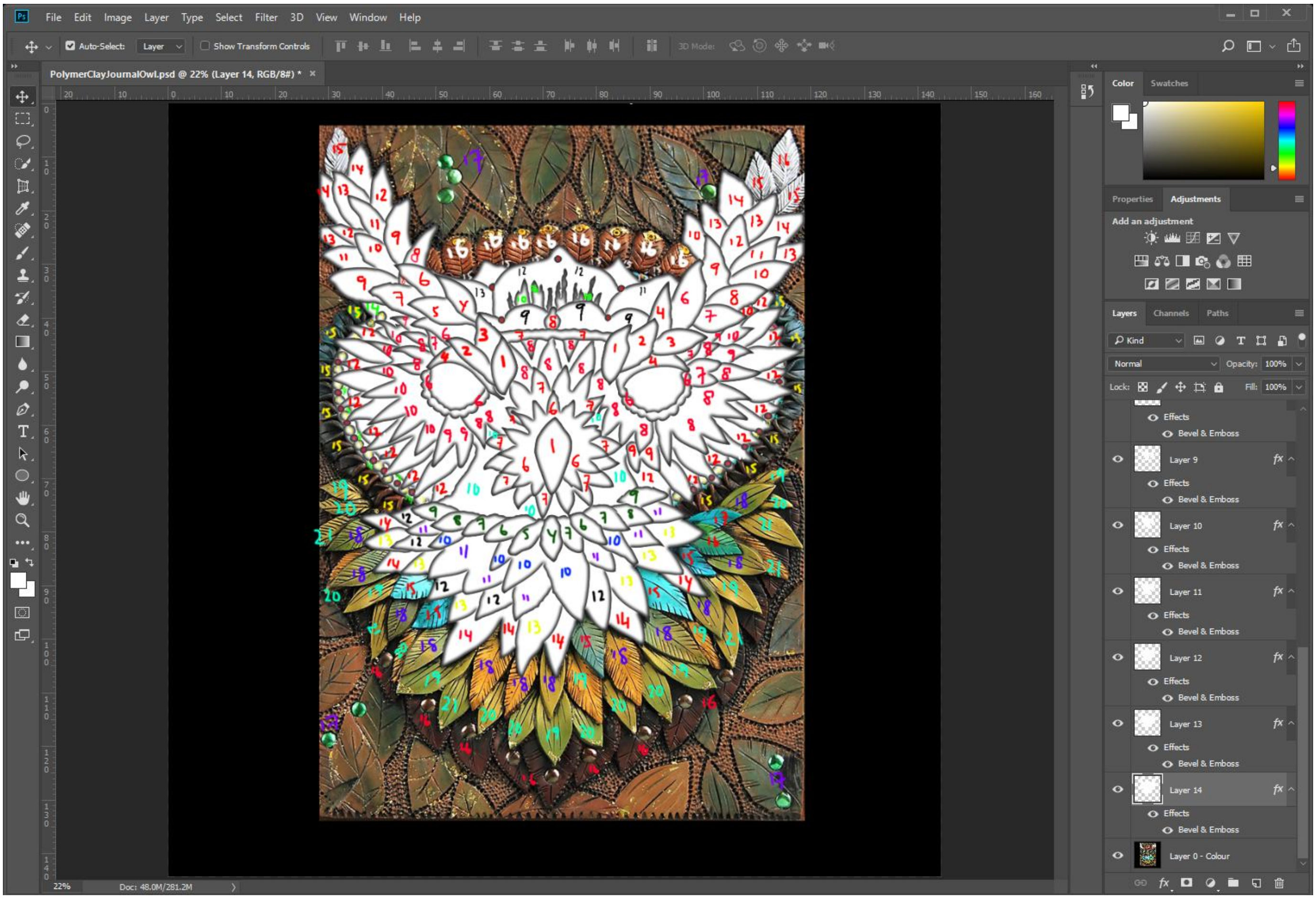
61. Layer 12



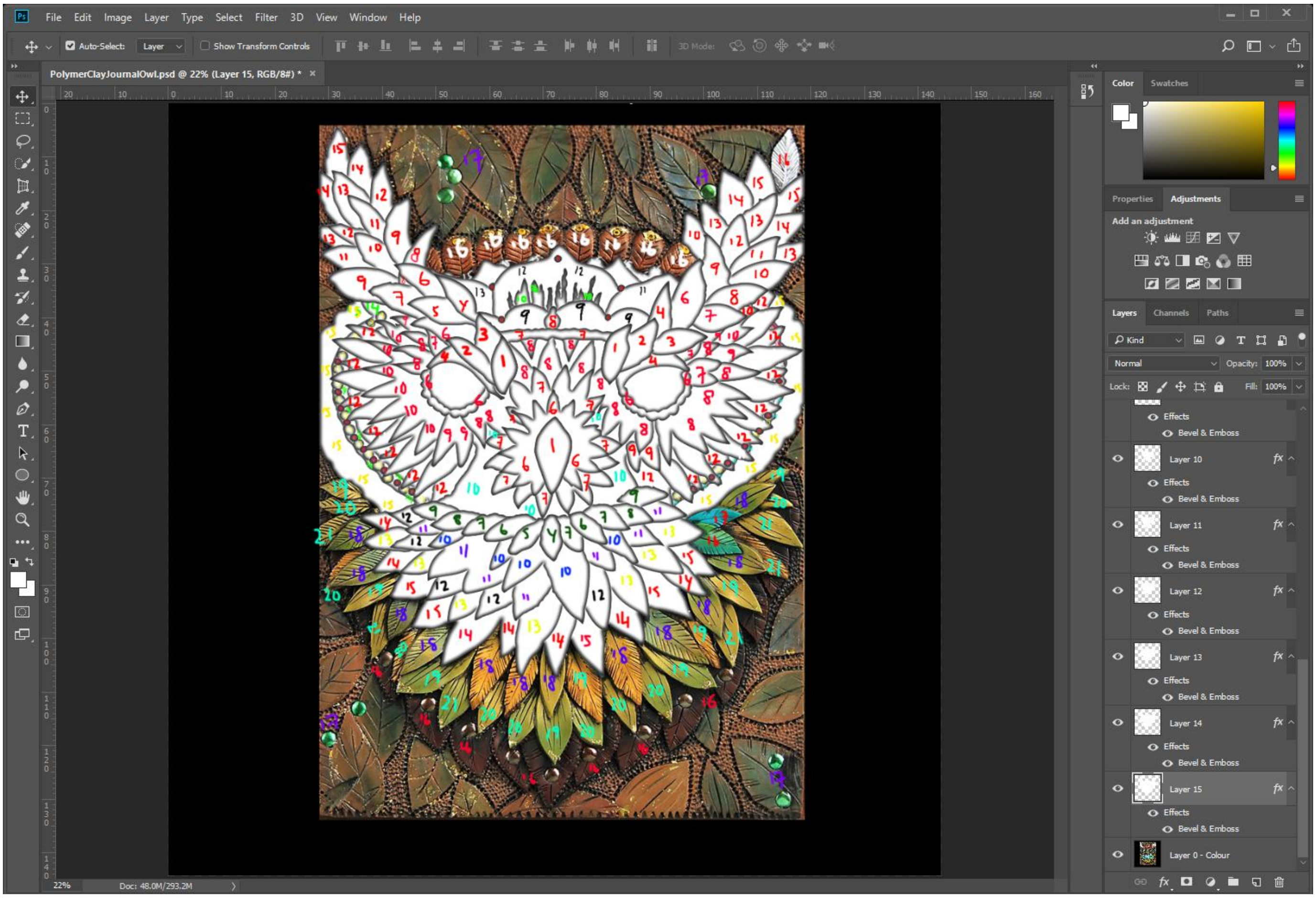
62. Layer 13



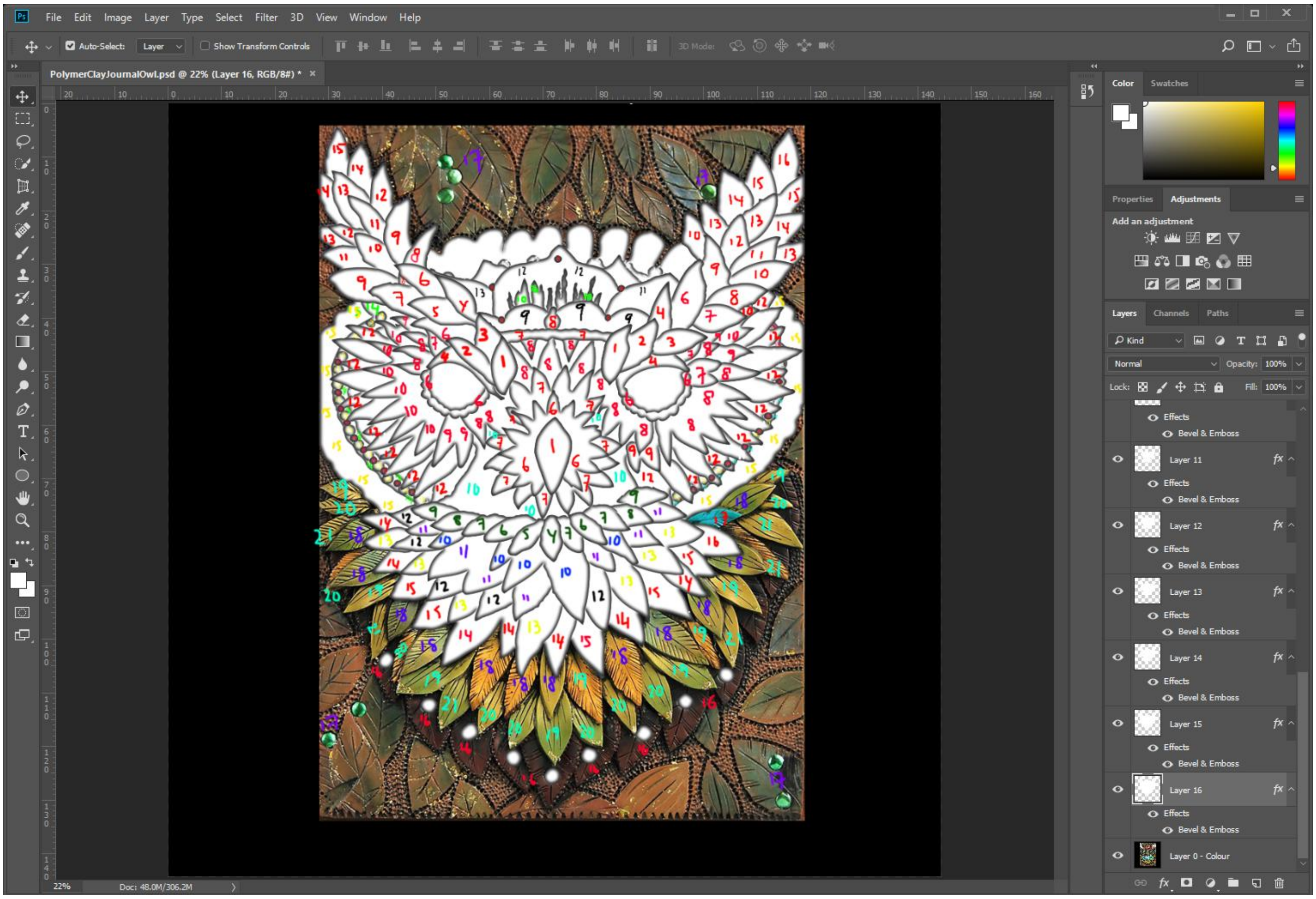
63. Layer 14



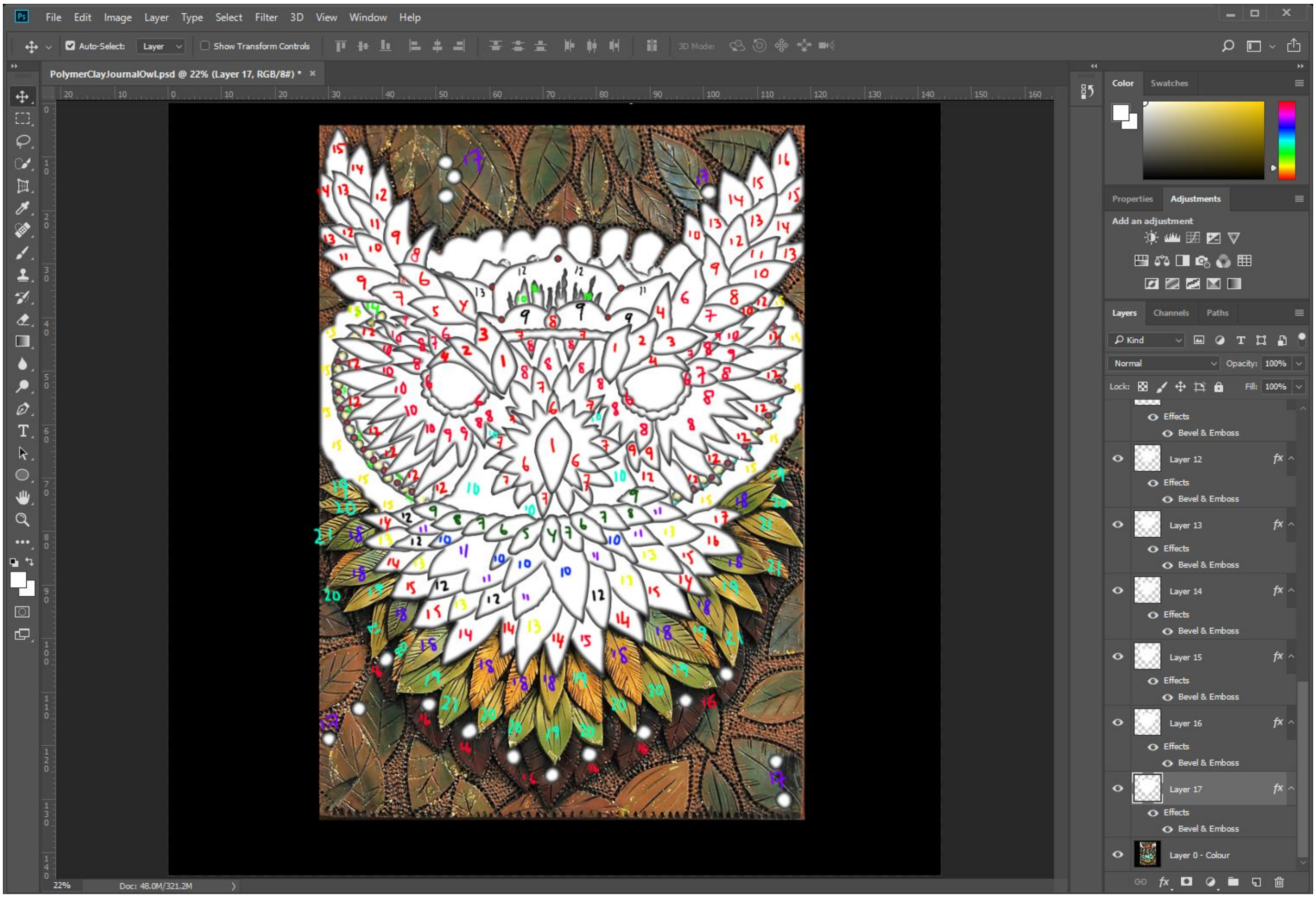
64. Layer 15



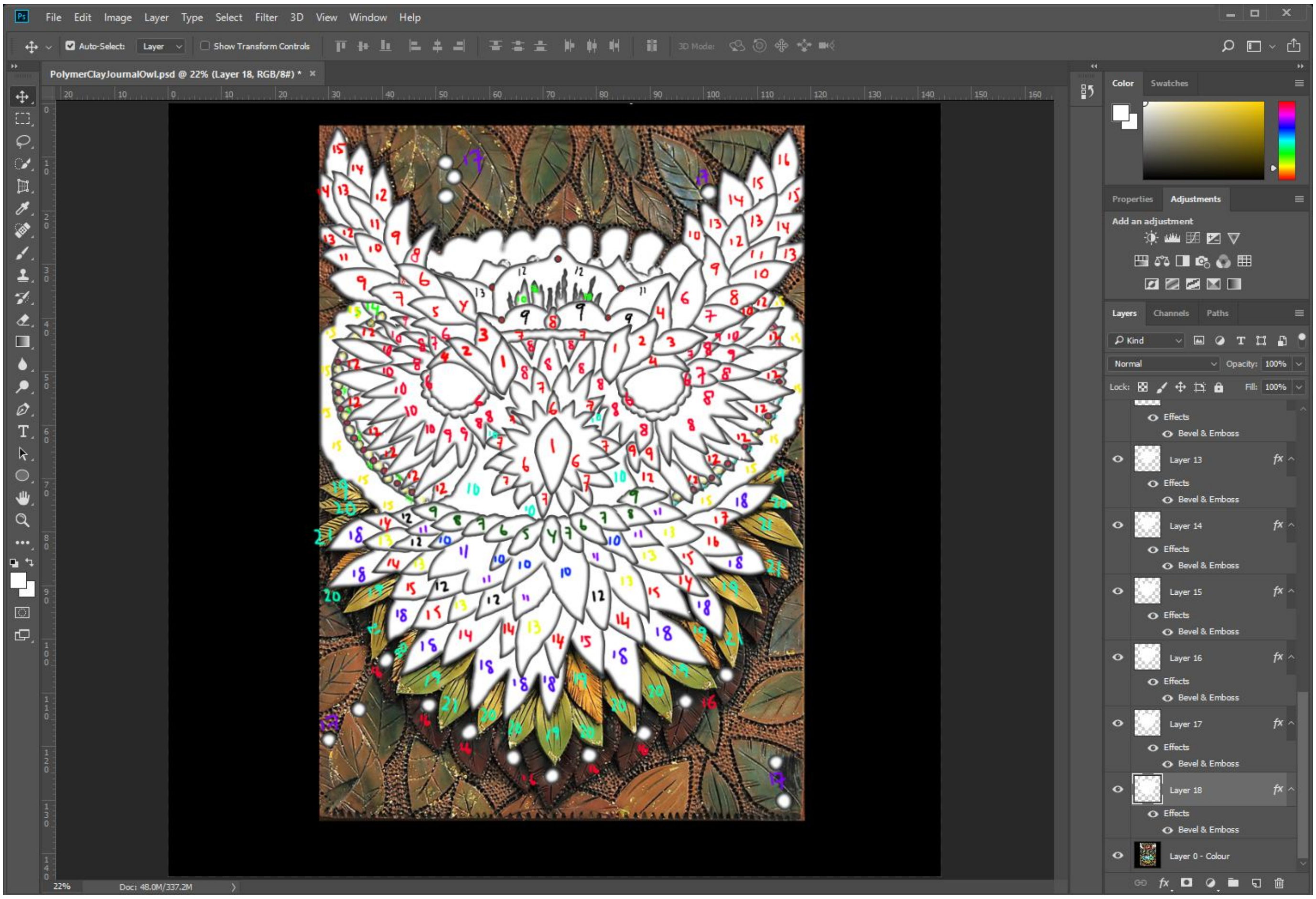
65. Layer 16



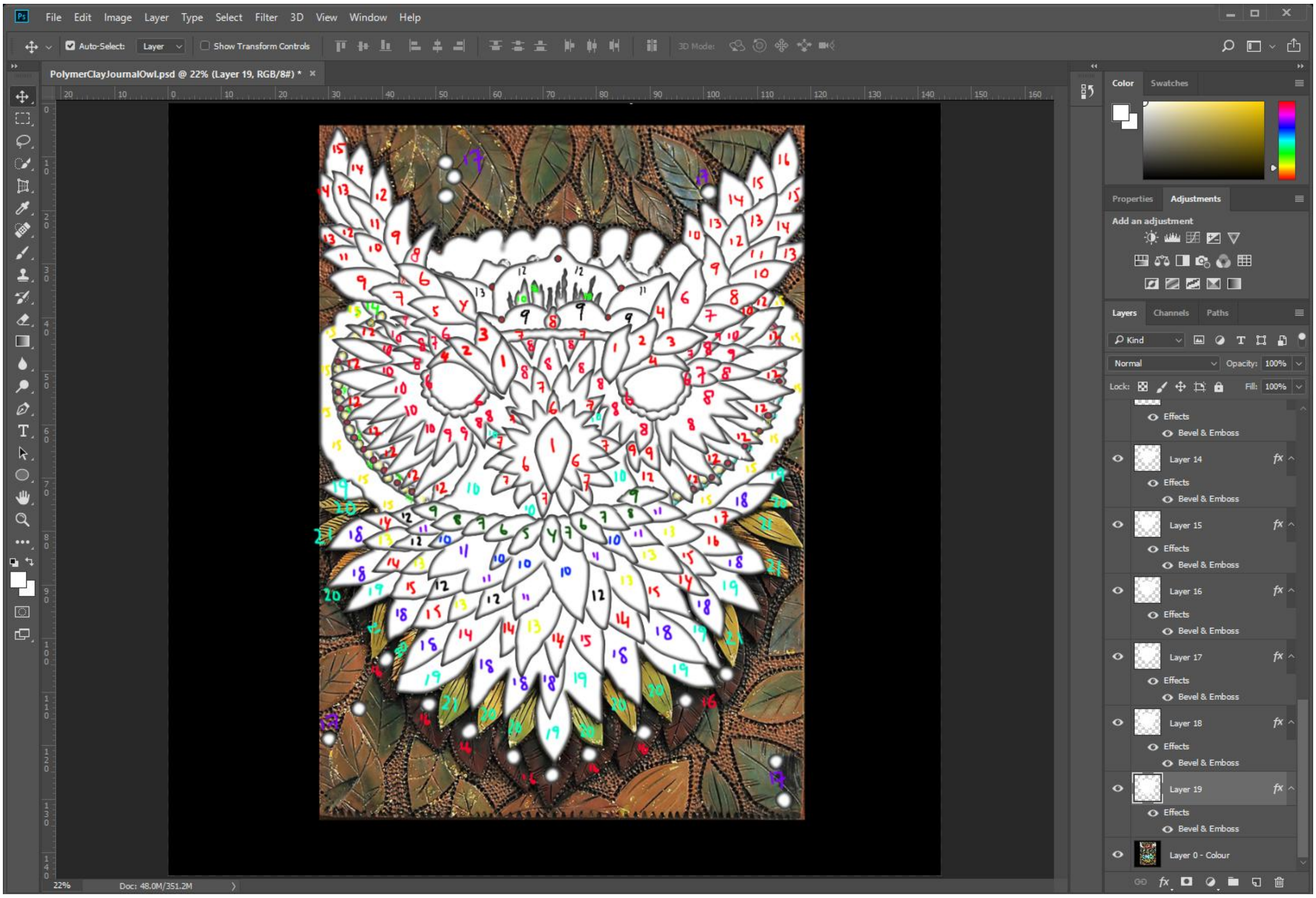
66. Layer 17



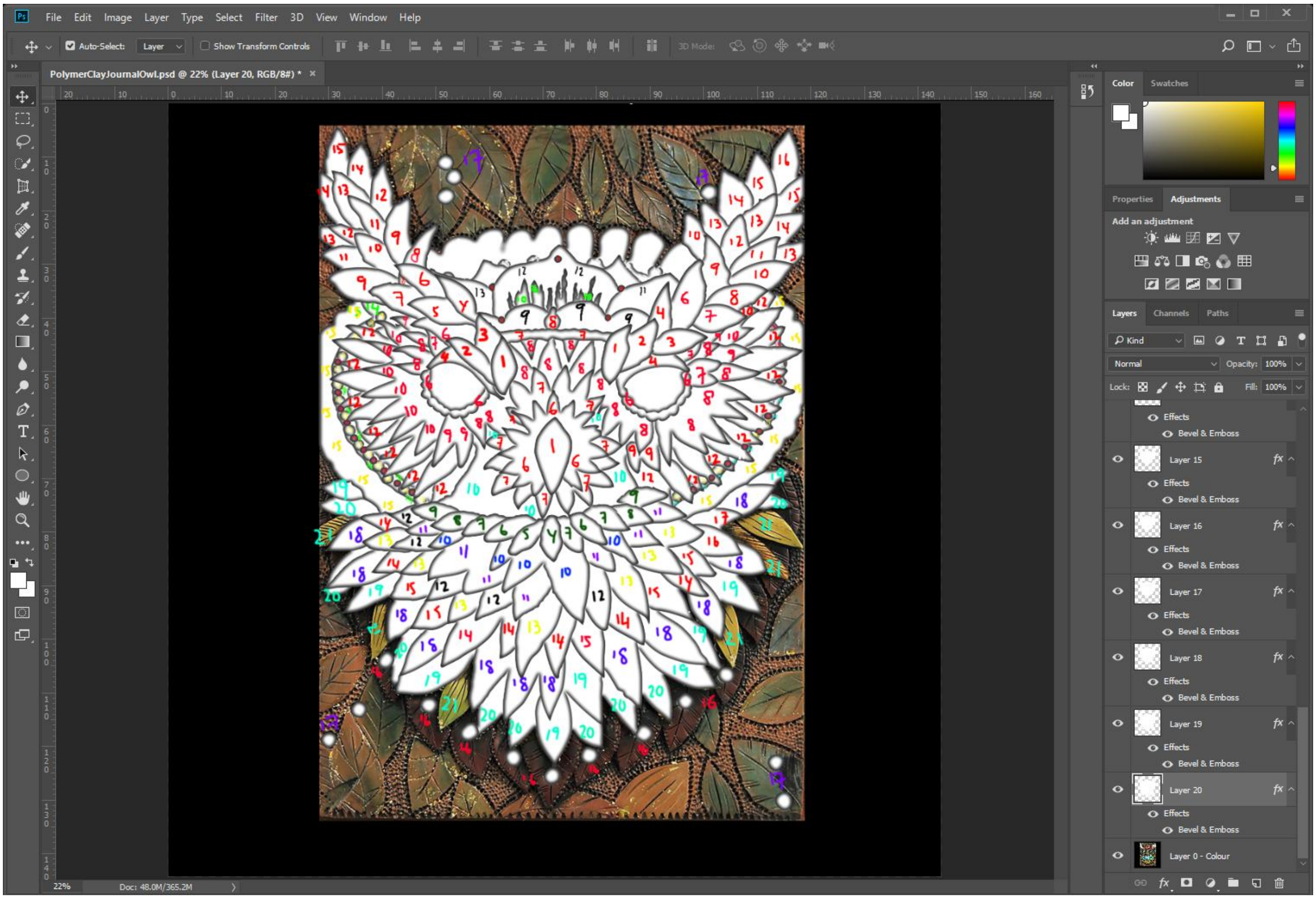
67. Layer 18



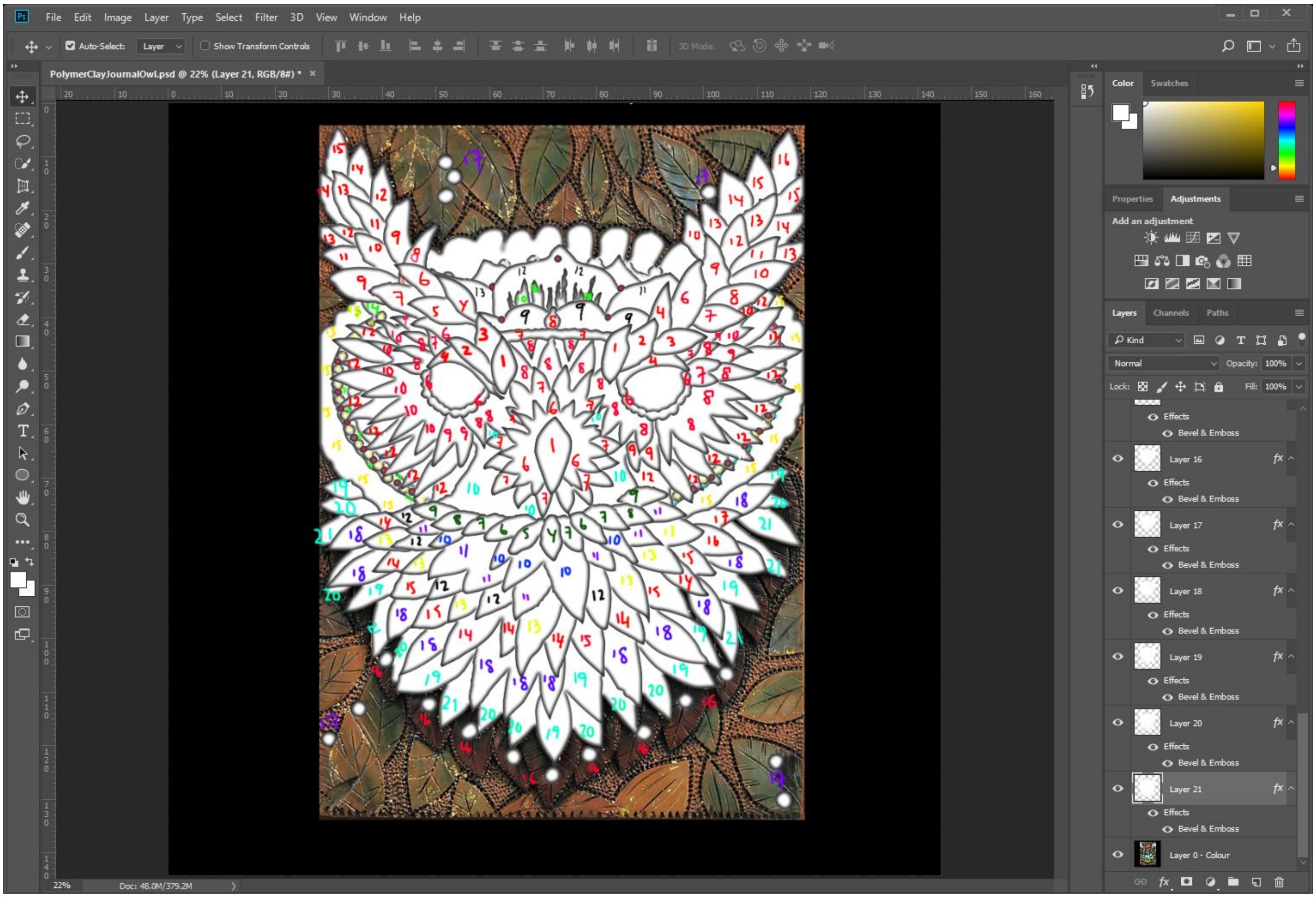
68. Layer 19



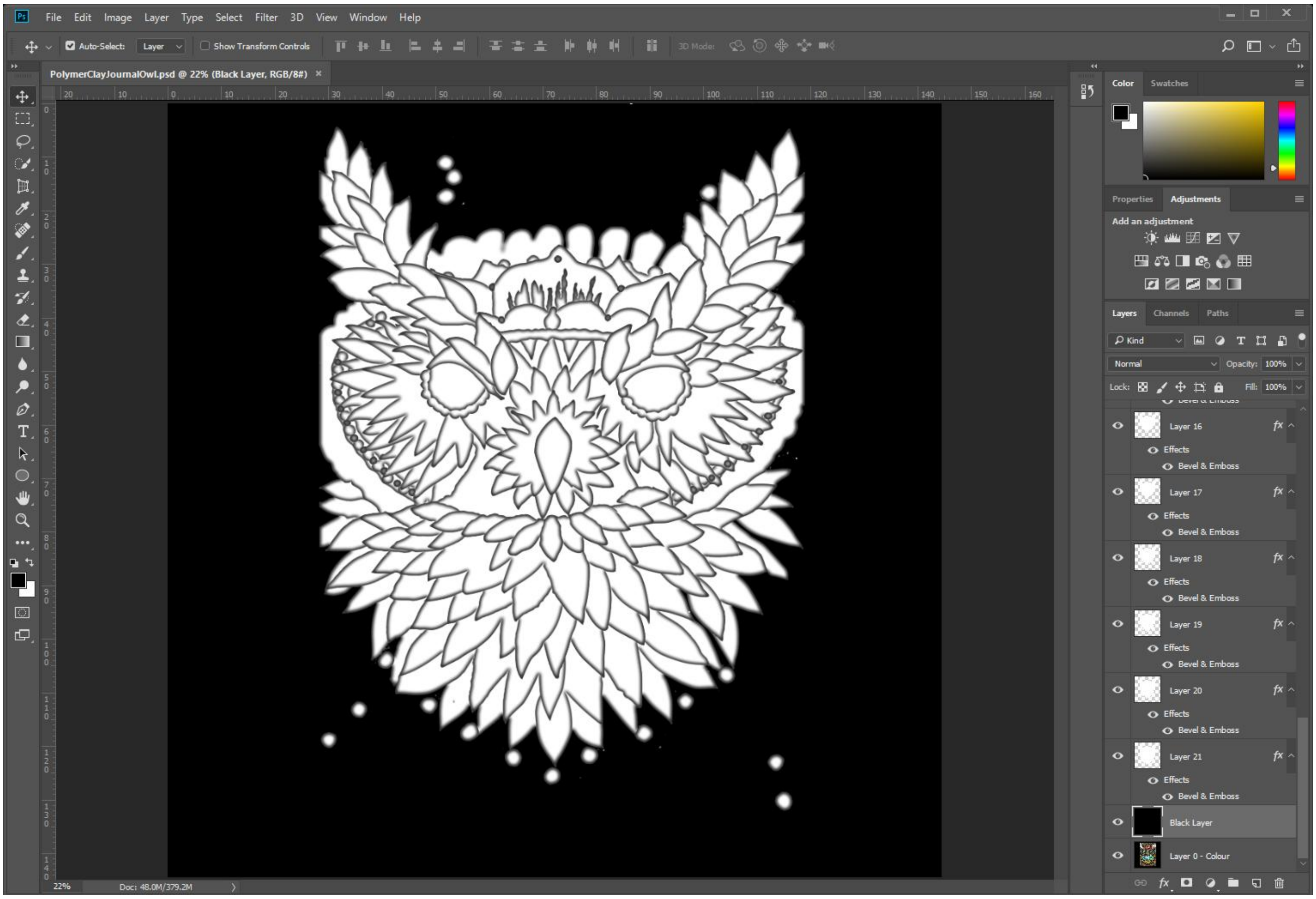
69. Layer 20



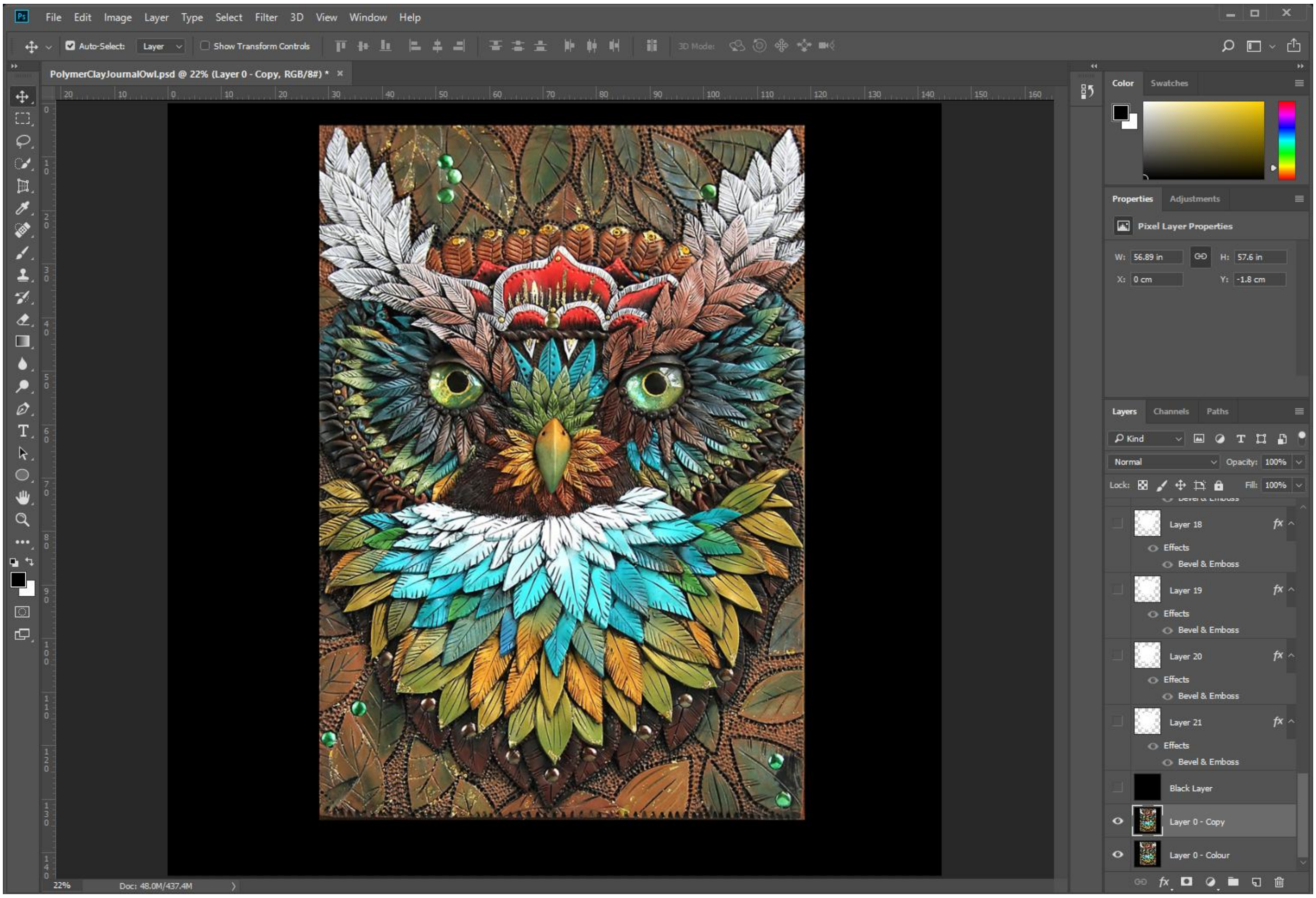
70. Layer 21



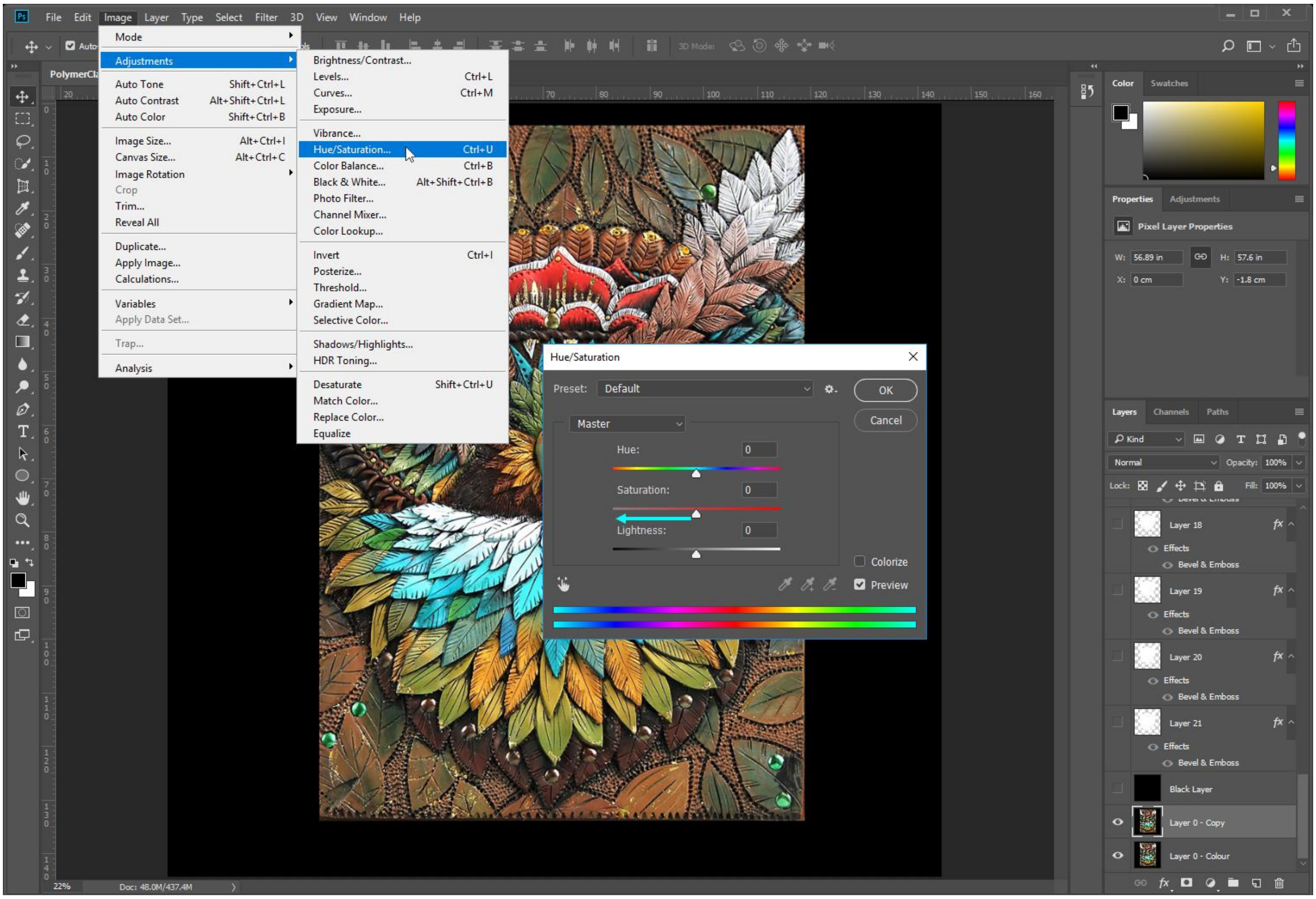
71. Create layer for black color background



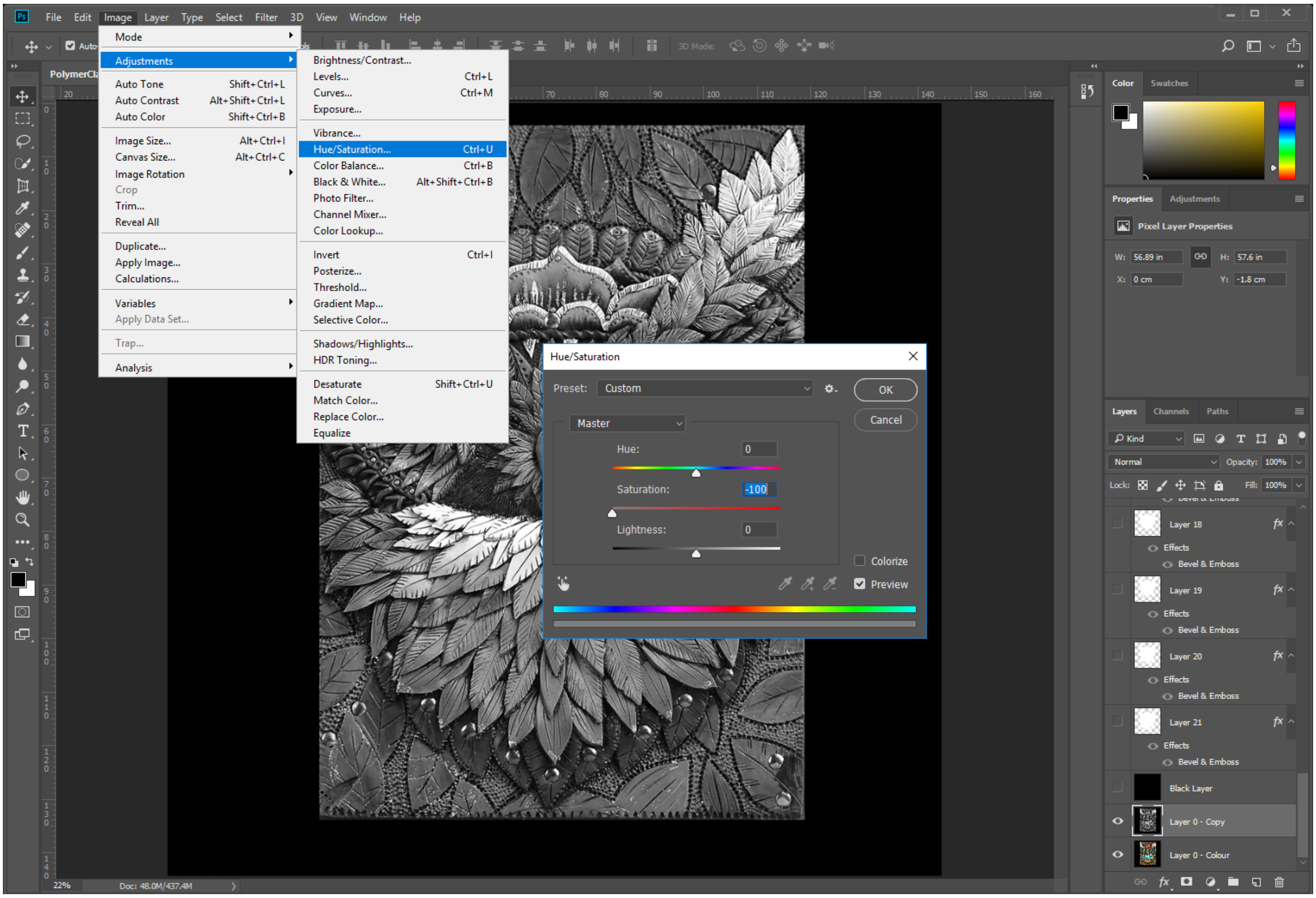
72. Clone color layer, because we need to turn it black and white color



73. Image → Adjustments → Hue/Saturation

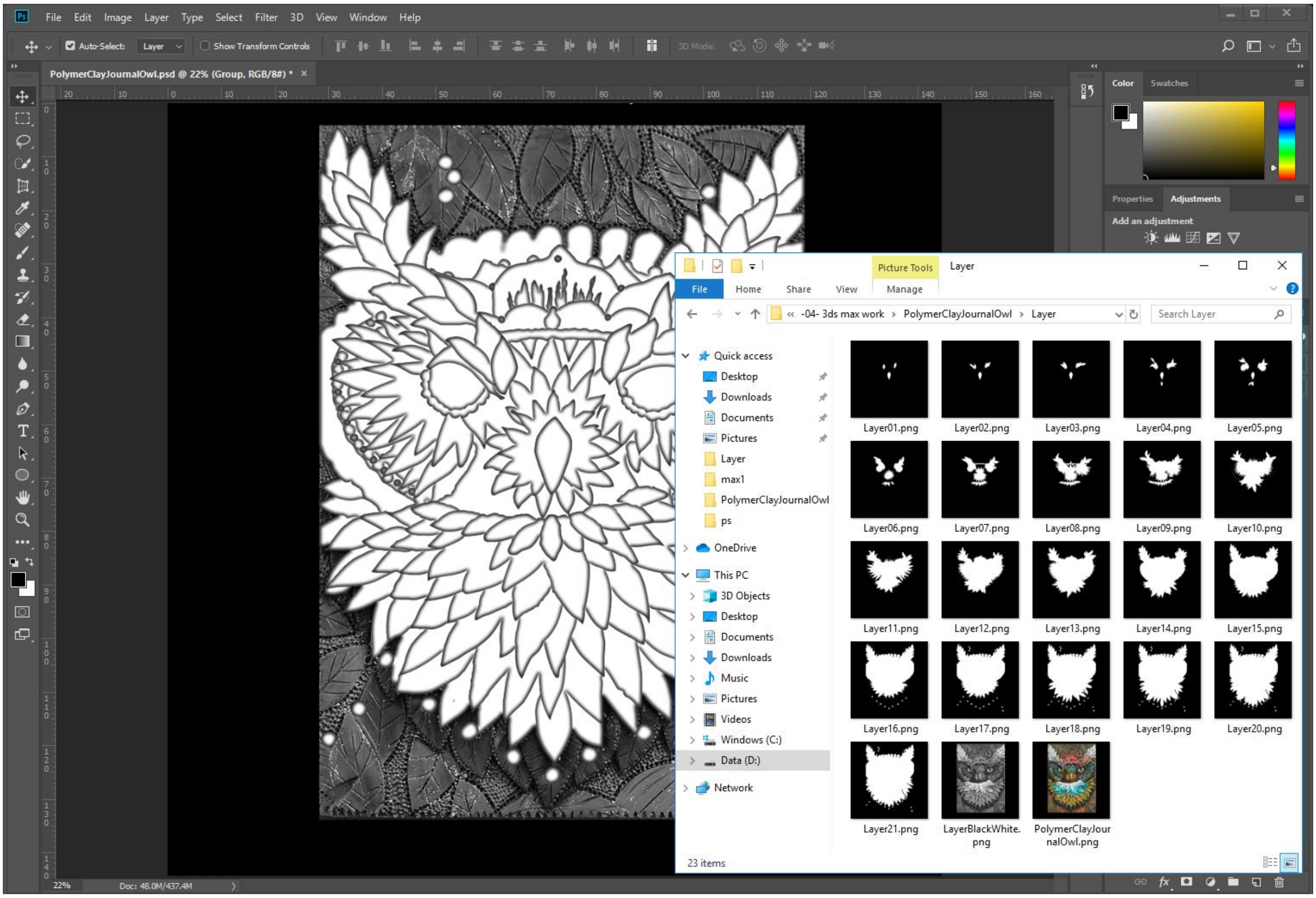


74. Adjust Saturation: -100 (and it will turn to black and white color)



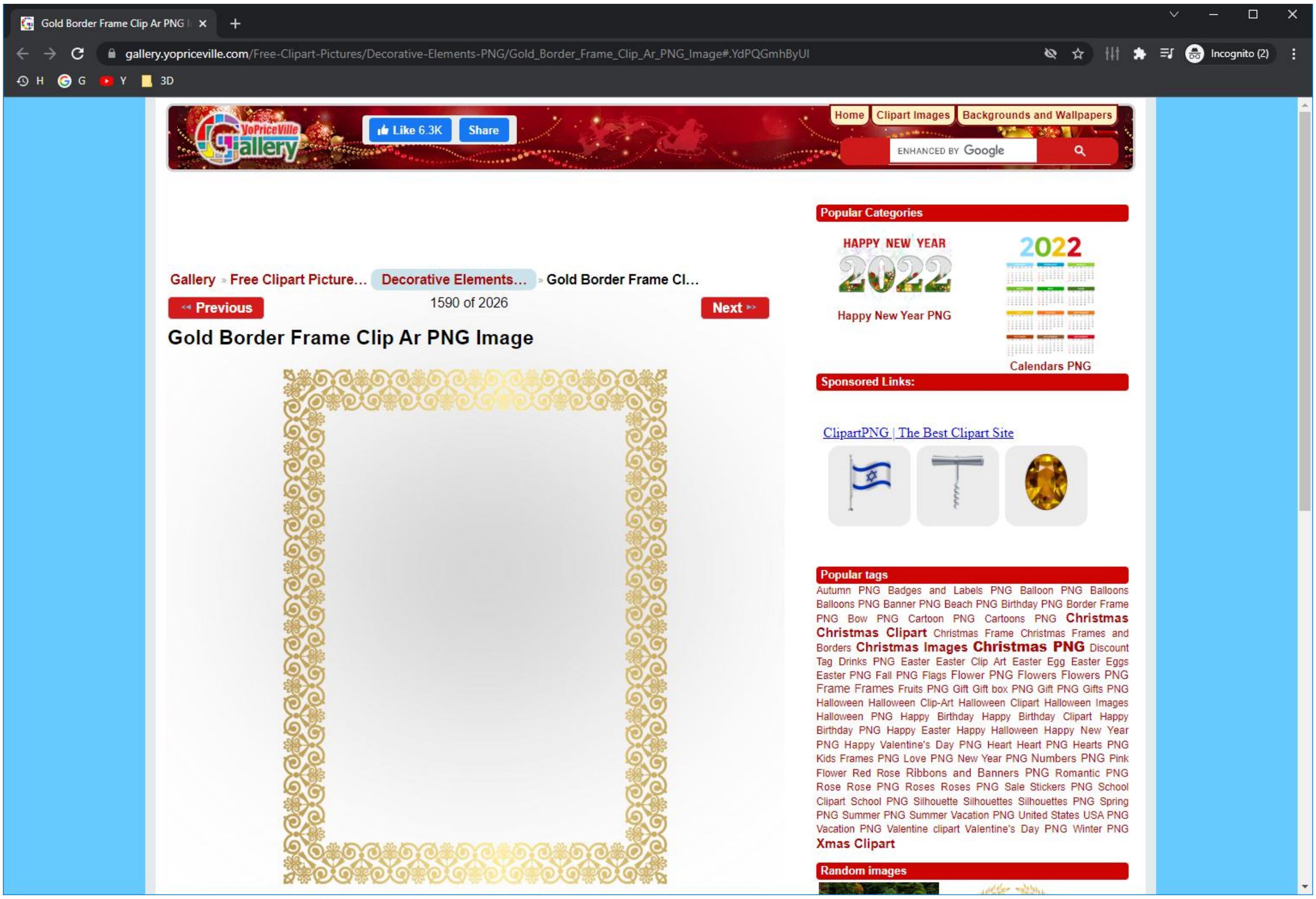
75. Done

76. Save each layer to png, later we use it on substance painter



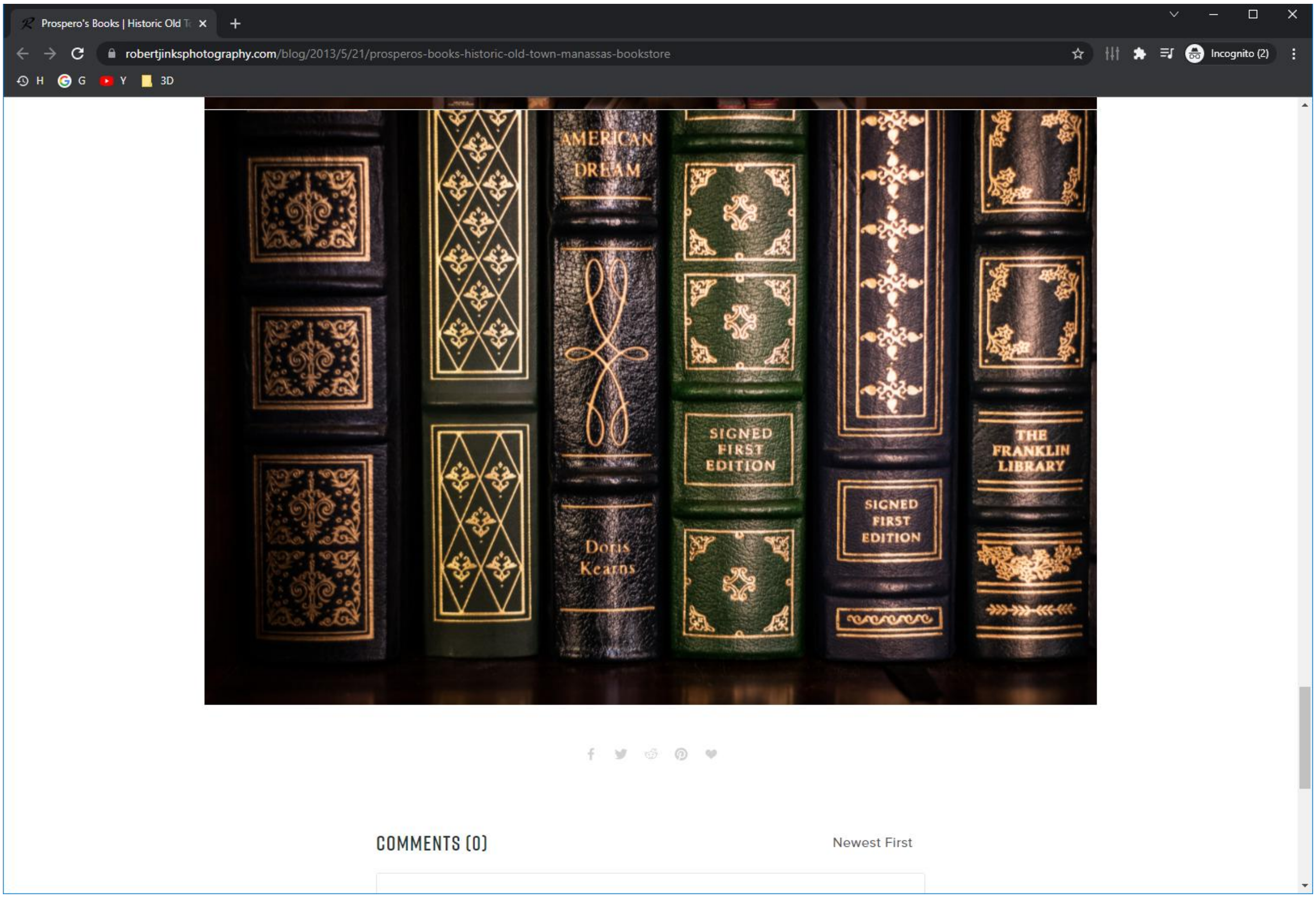
77. Google and find some frame border

https://gallery.yopriceville.com/Free-Clipart-Pictures/Decorative-Elements-PNG/Gold_Border_Frame_Clip_Ar_PNG_Image

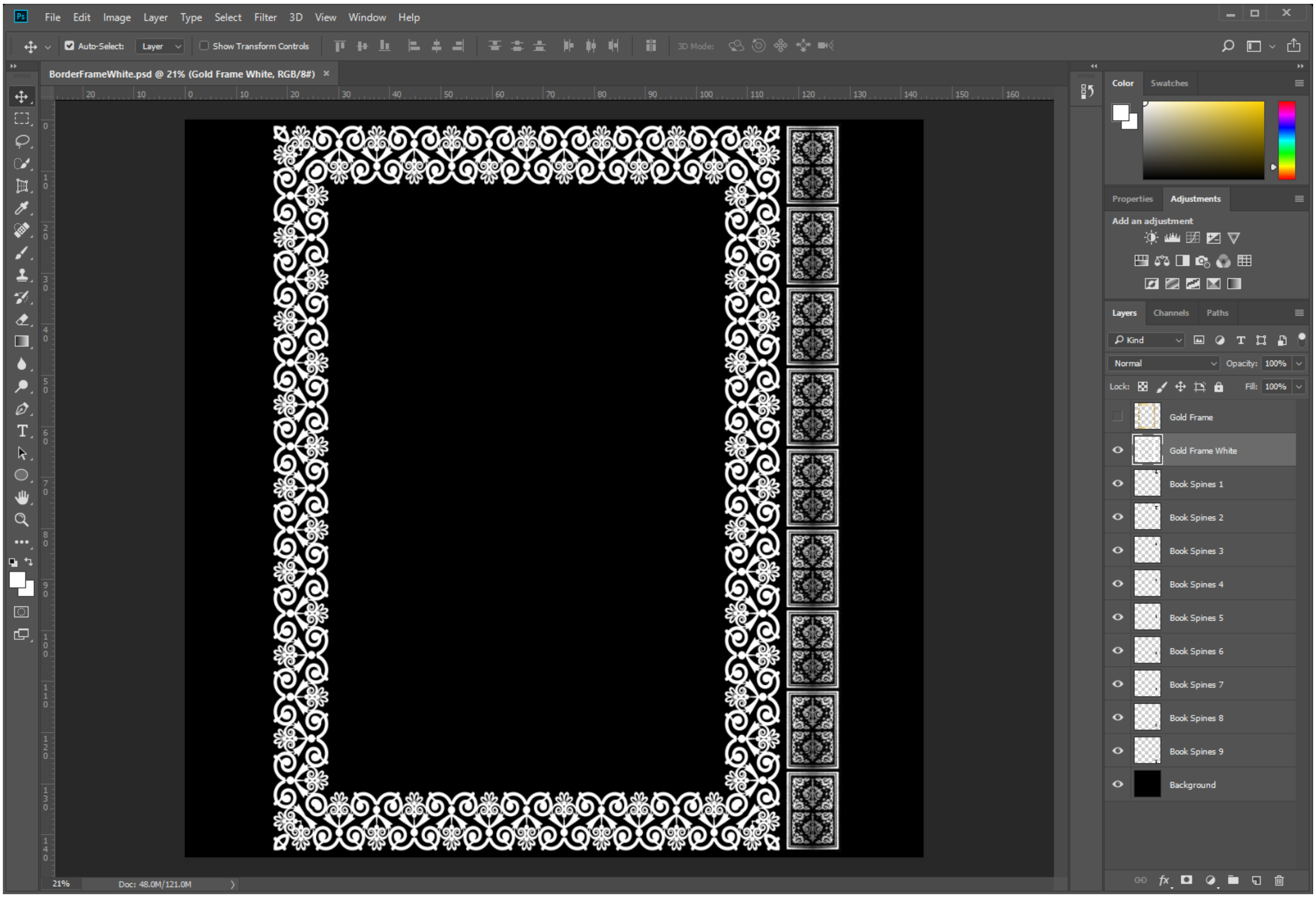


78. Google and find some book spines

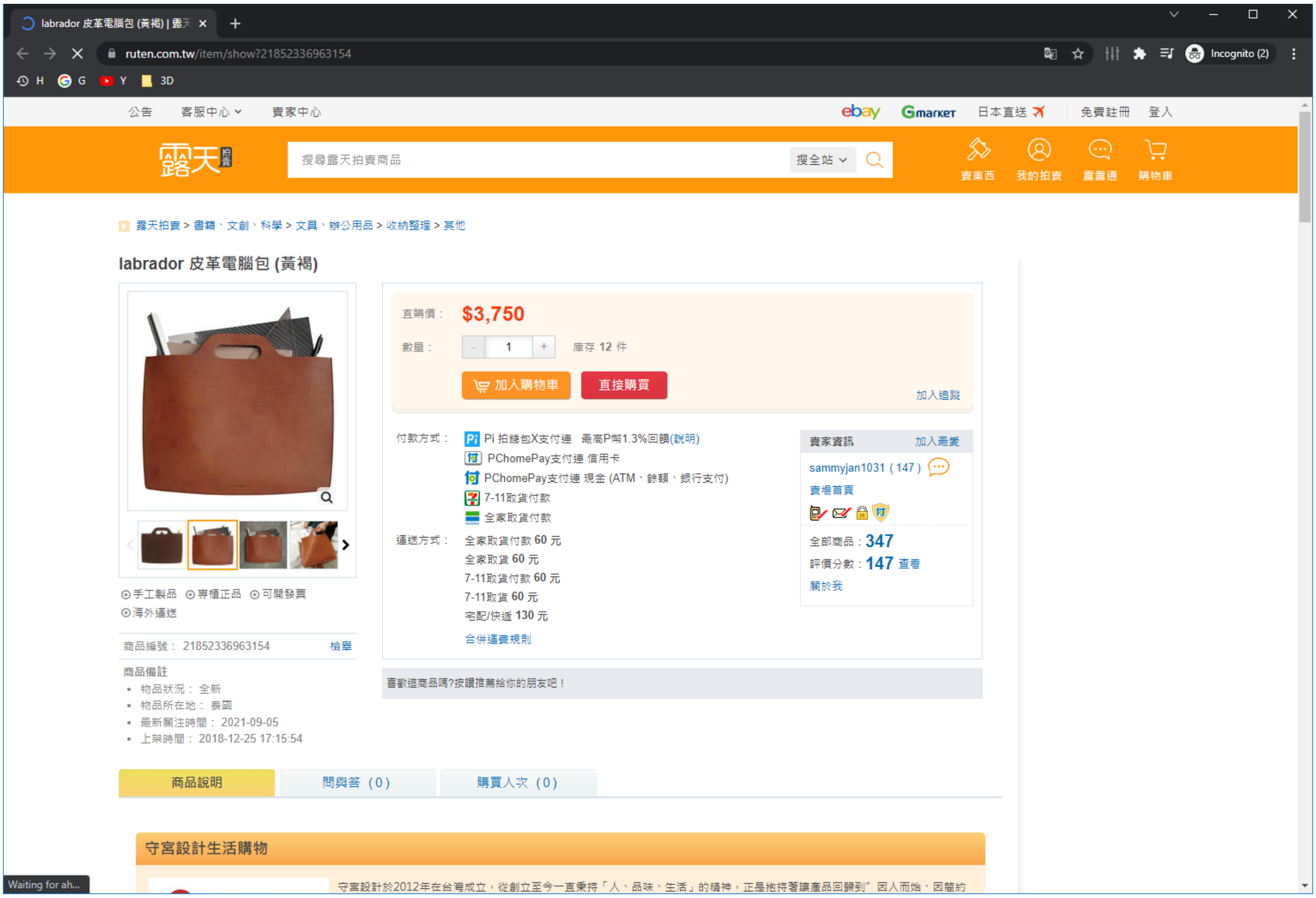
https://robertjinksphotography.com/blog/2013/5/21/prosperos-books-historic-old-town-manassas-bookstore



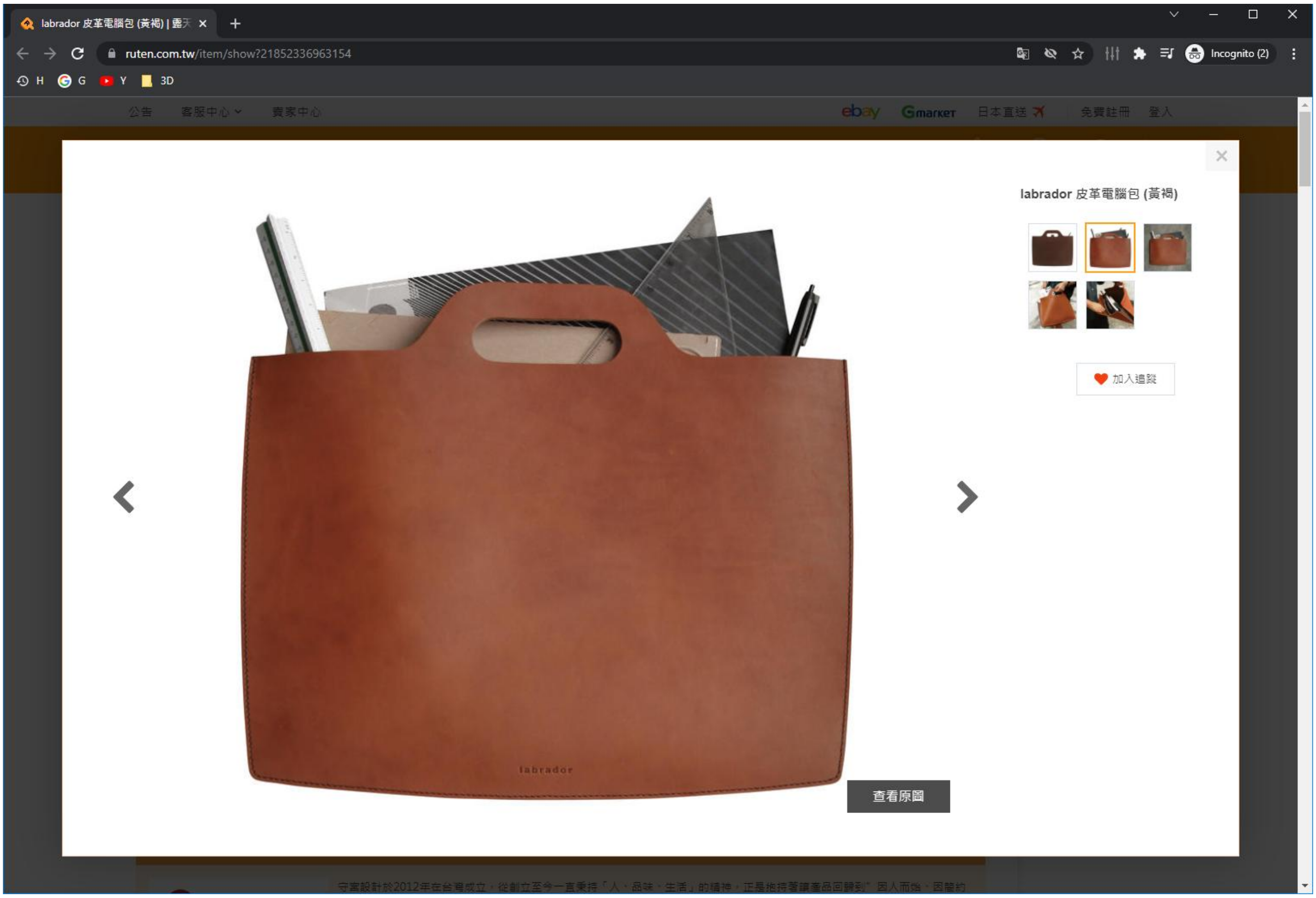
79. Edit and turn it to black and white color



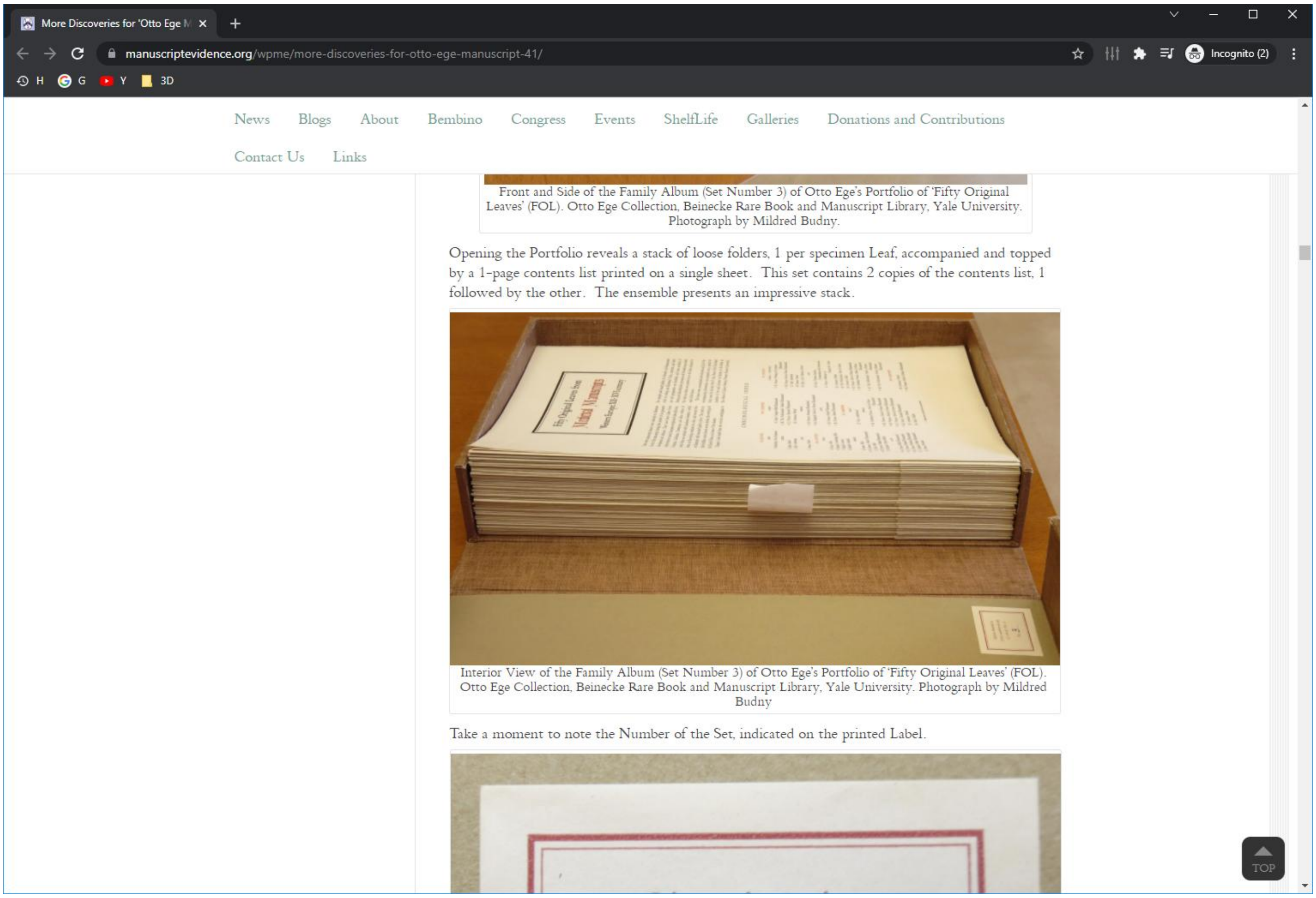
80. Google and find some nice leather skin
https://www.ruten.com.tw/item/show?21852336963154



81. Make sure the picture is good quality and large size

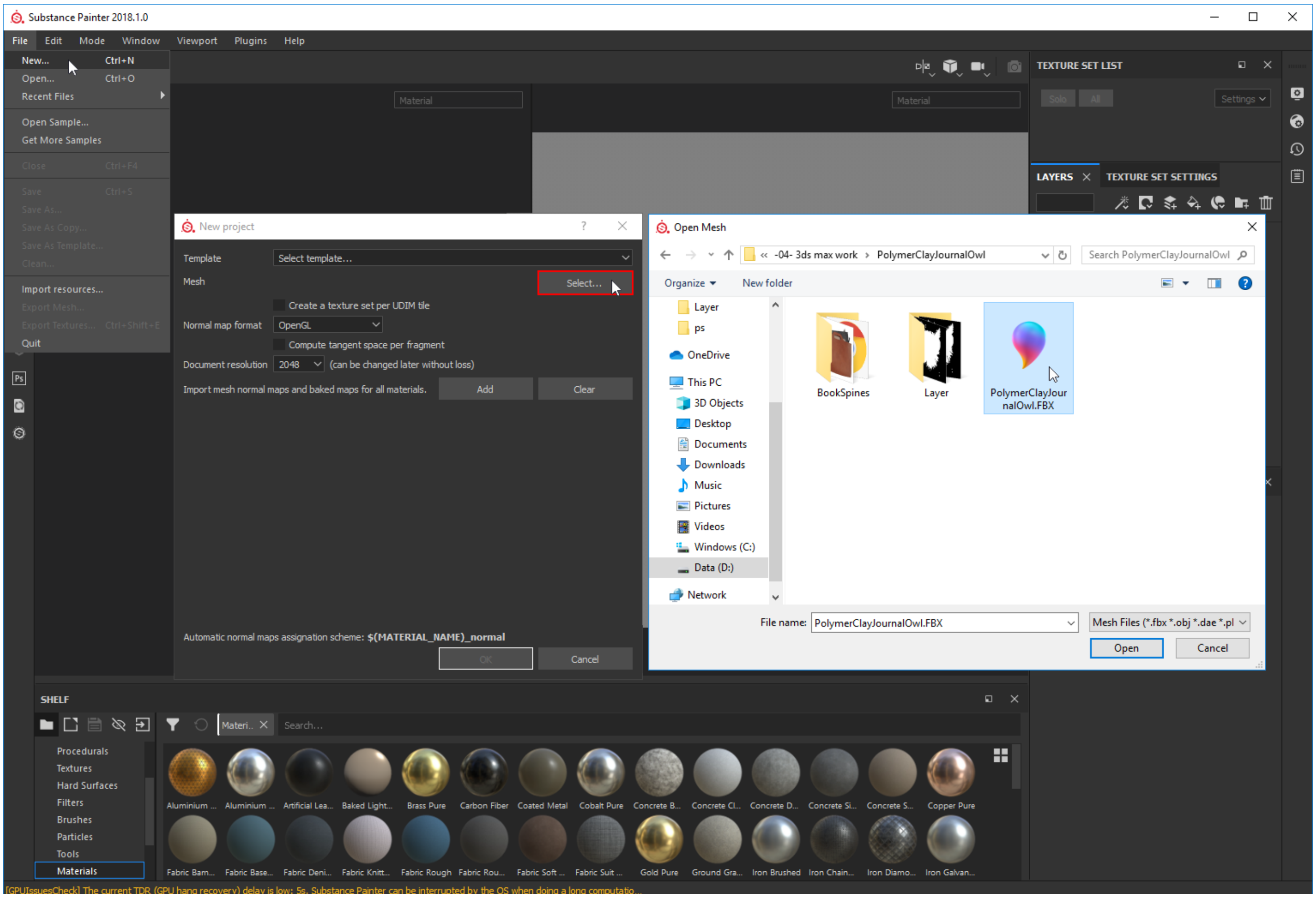


82. Google and find paper side
https://manuscriptevidence.org/wpme/more-discoveries-for-otto-ege-manuscript-41/

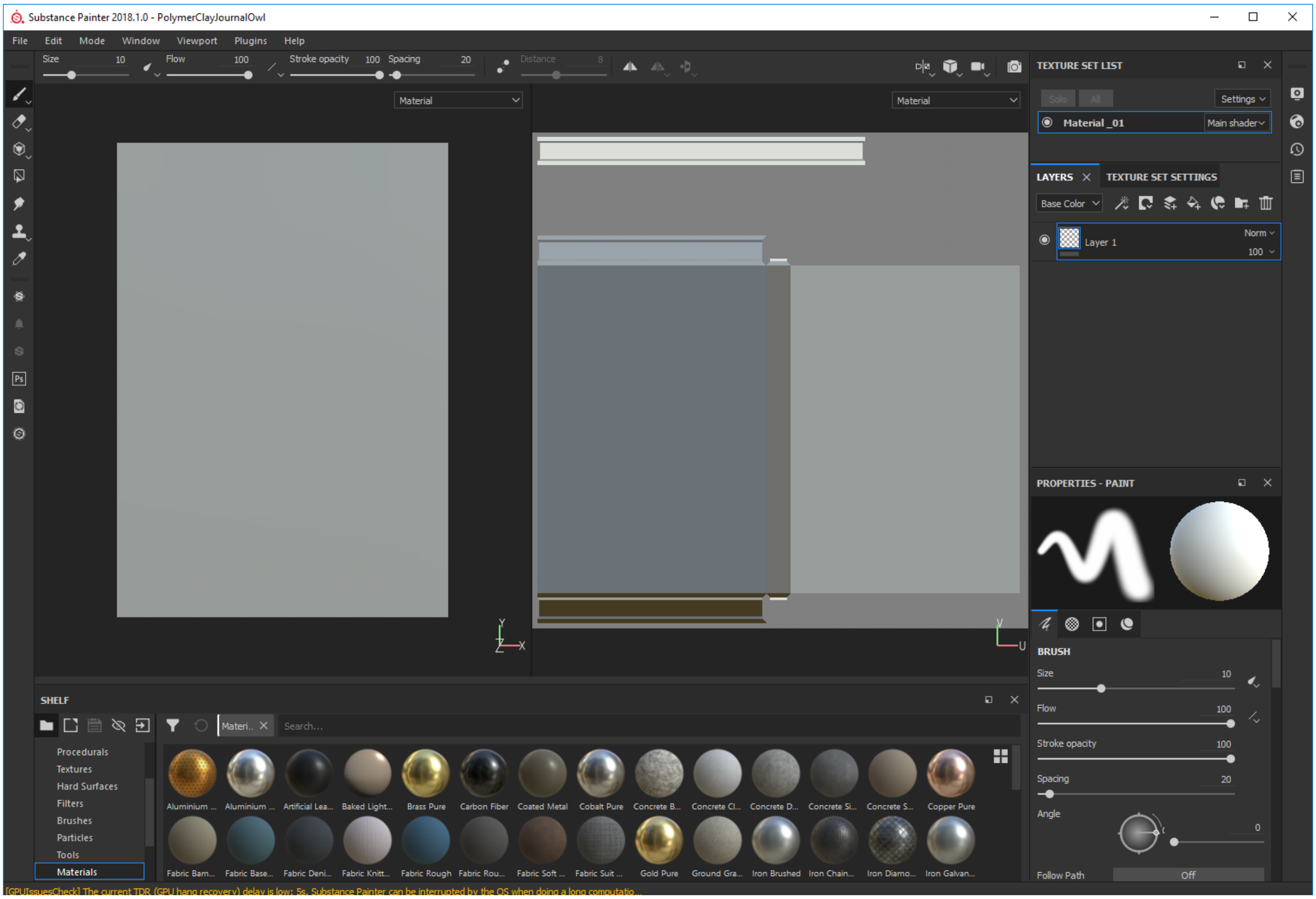


83. Edit and save it for paper side

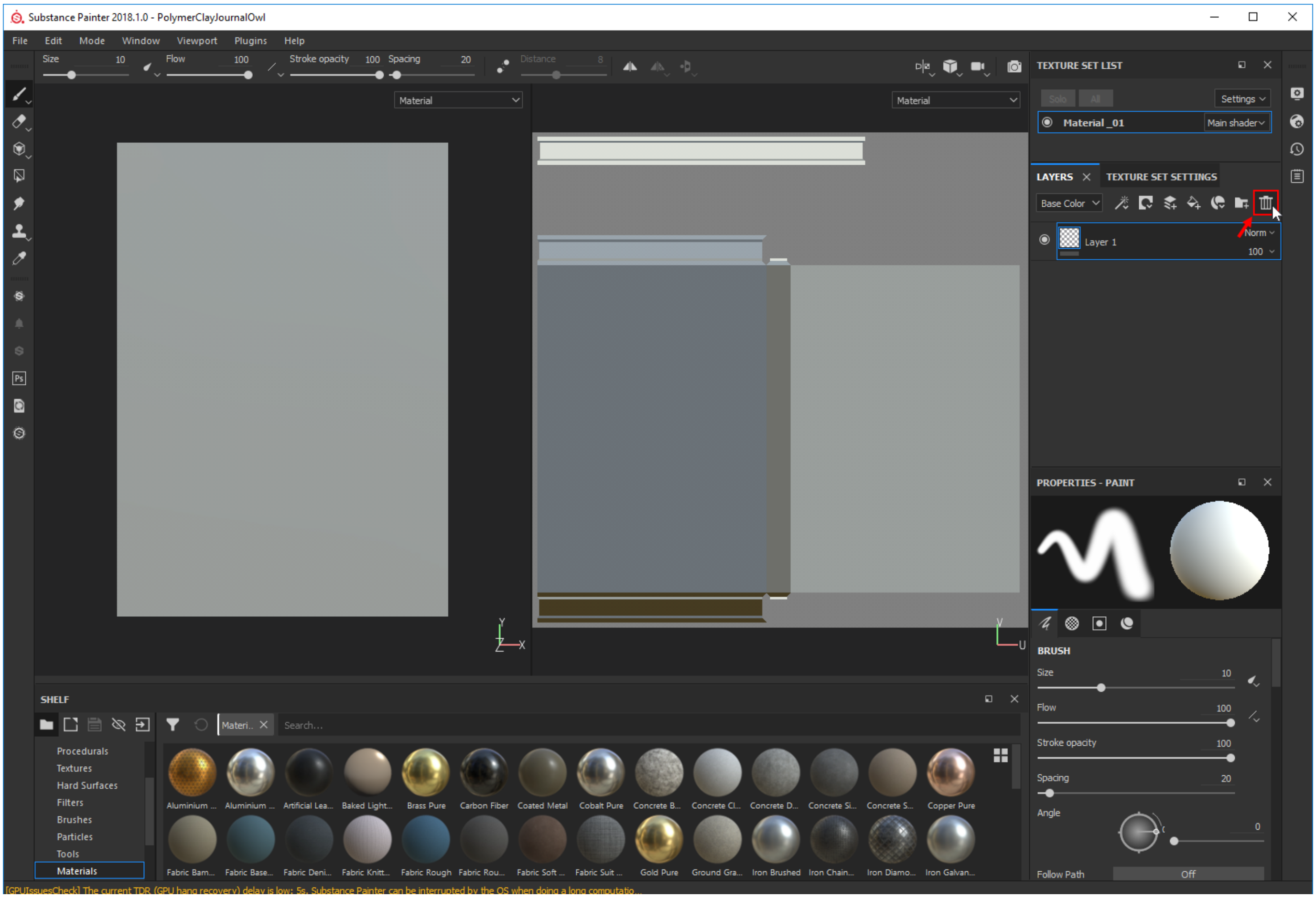
84. Import FBX into Substance Painter



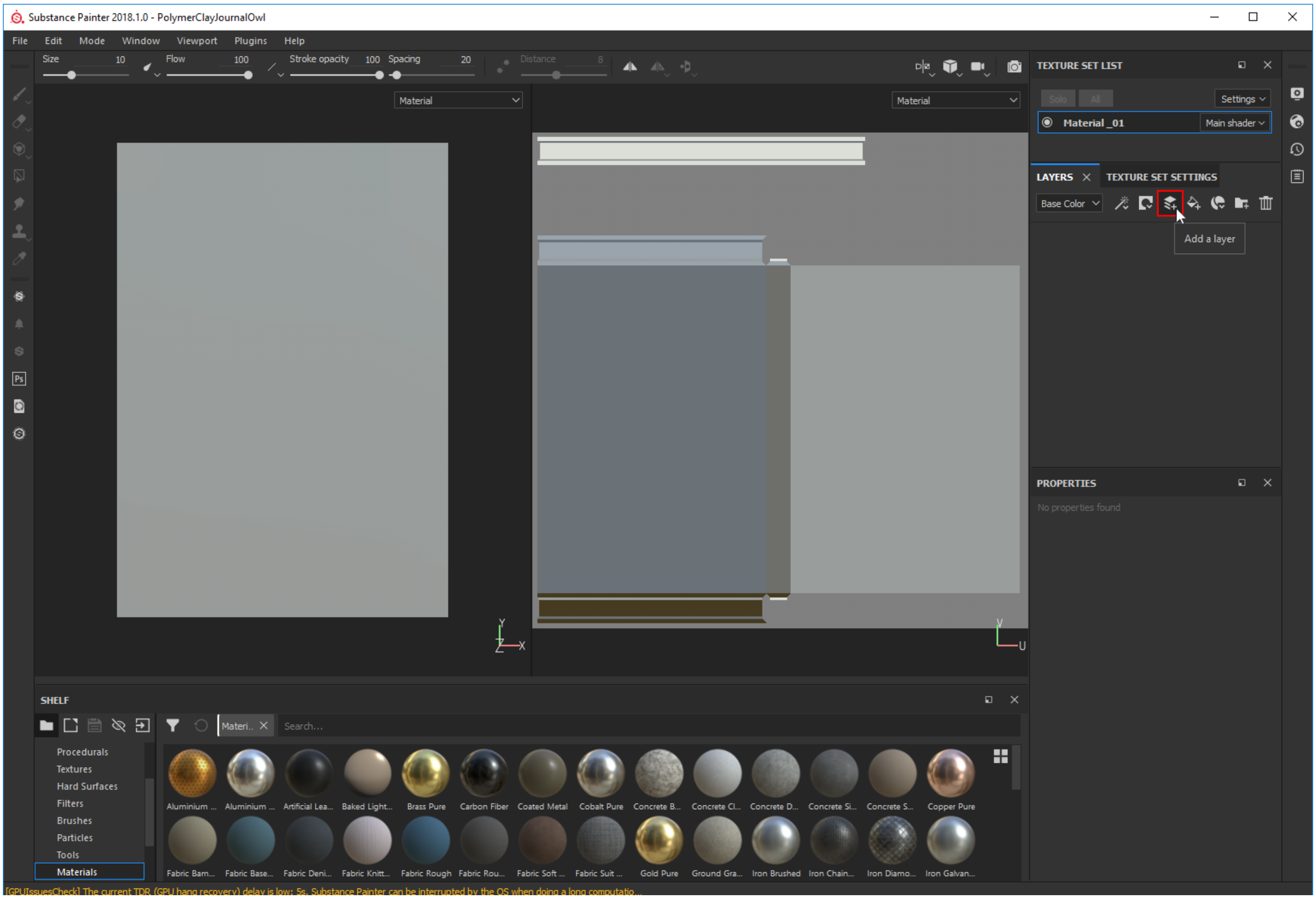
85. Here is after import book (or journal) into Substance Painter



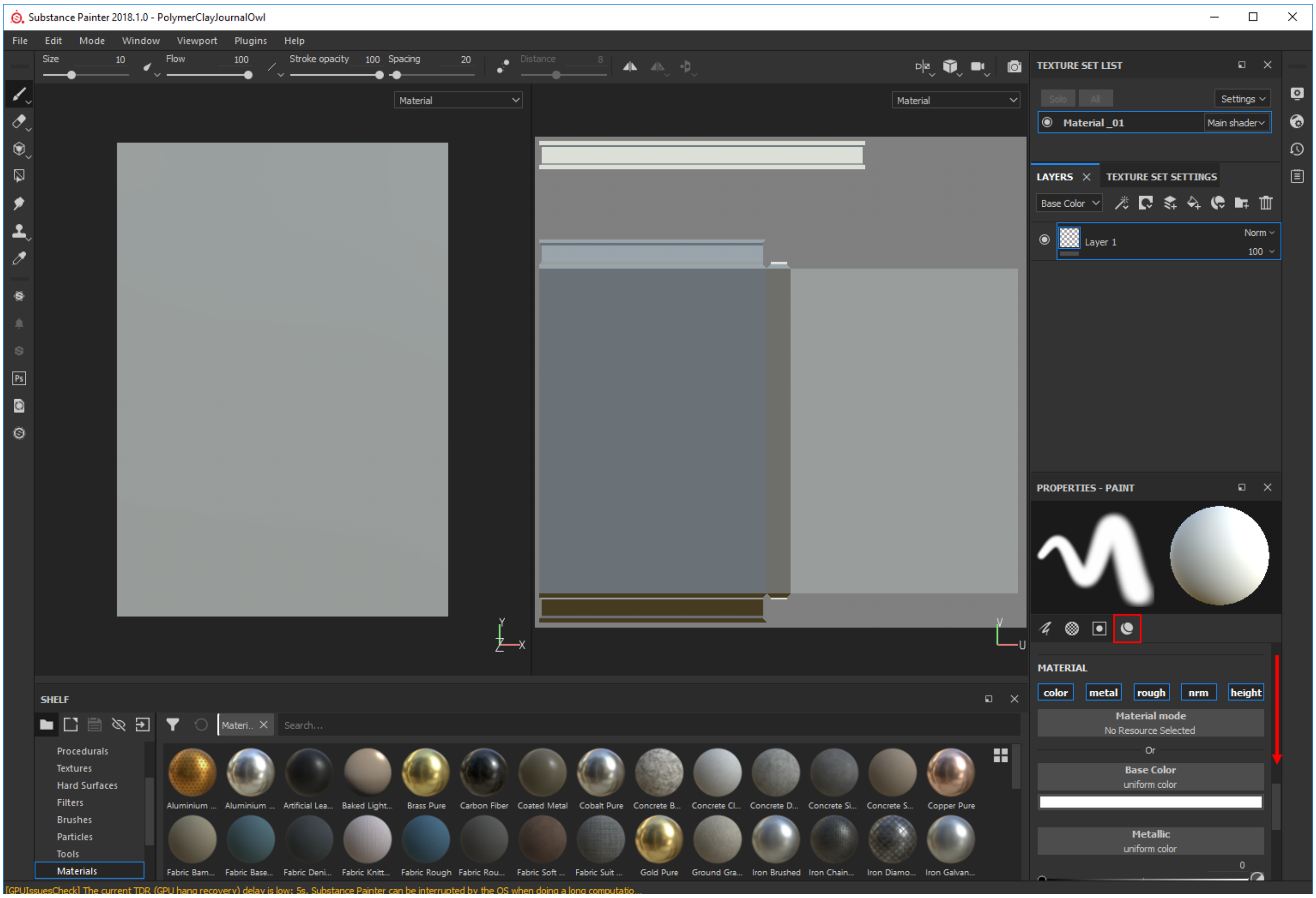
86. Delete Layer 1



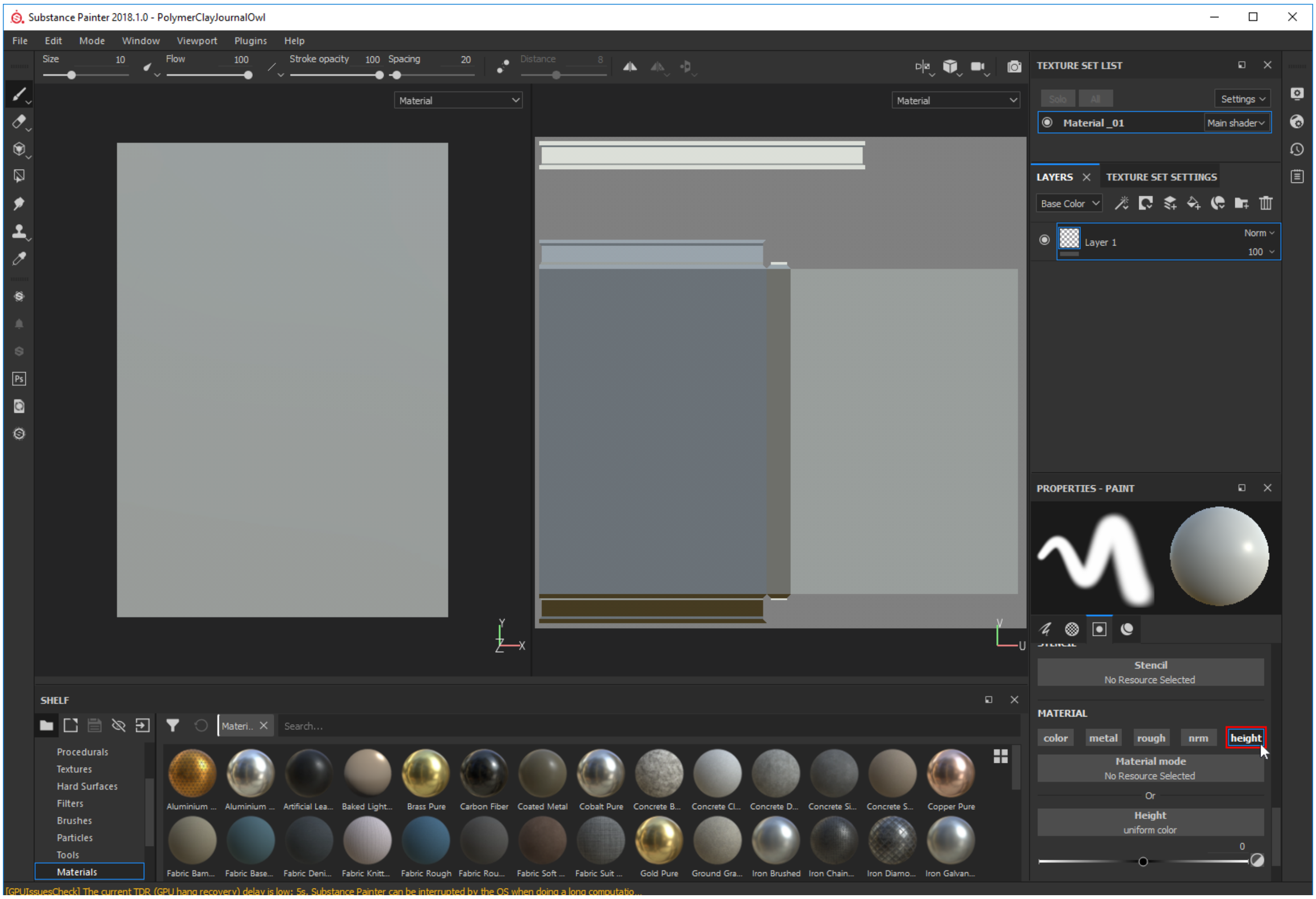
87. Click add a layer



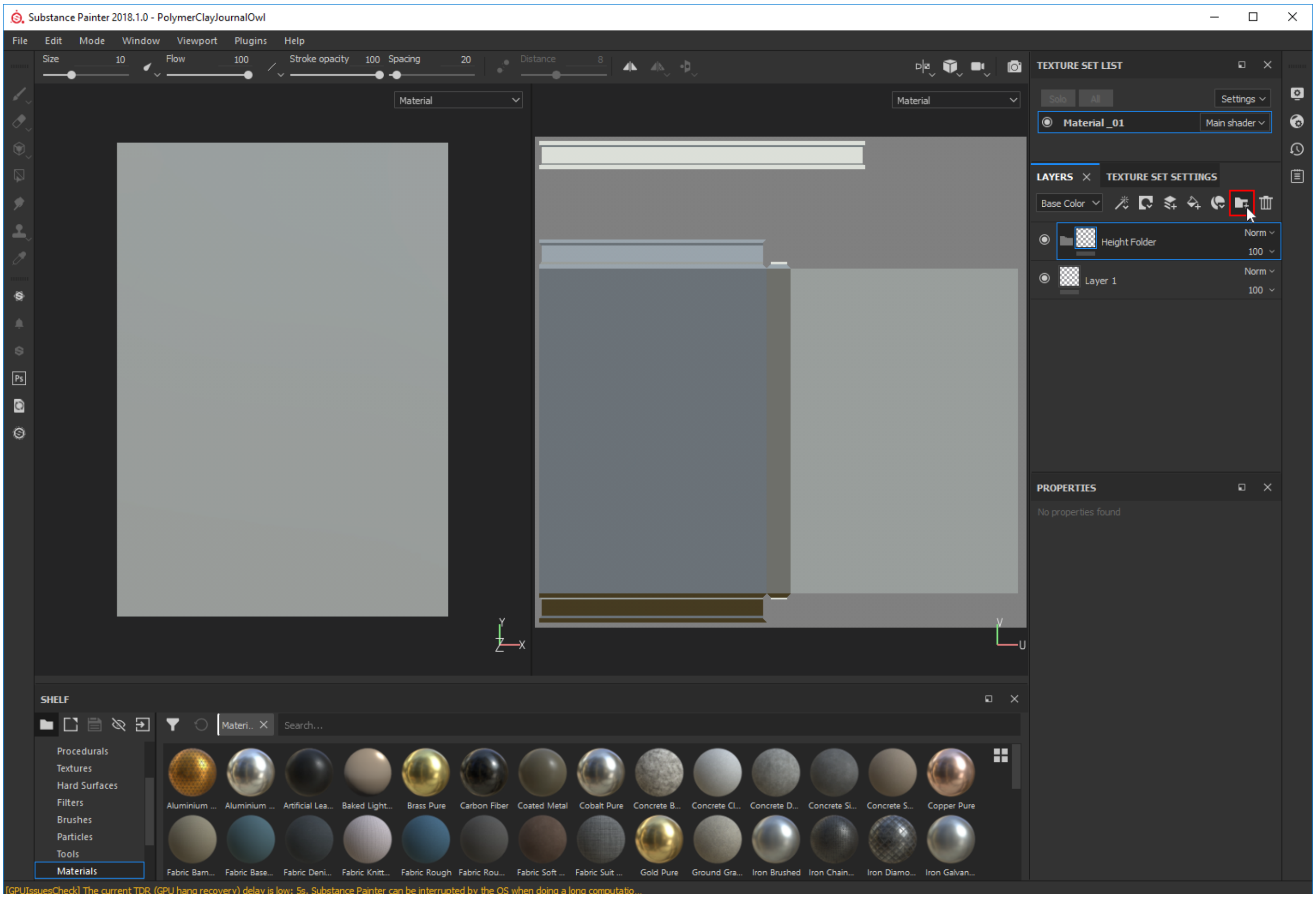
88. Scroll down to material



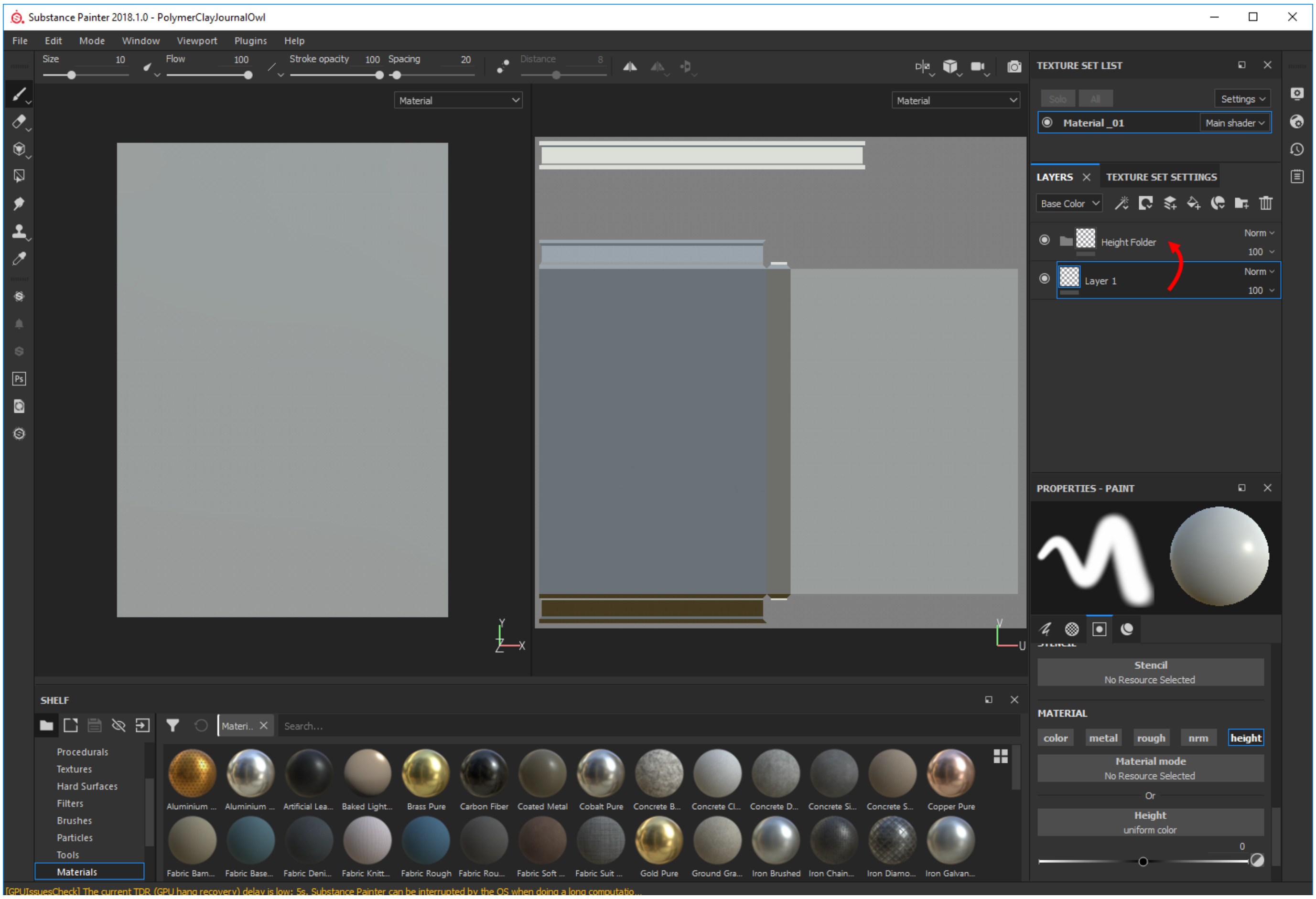
89. Disable all and enable height only



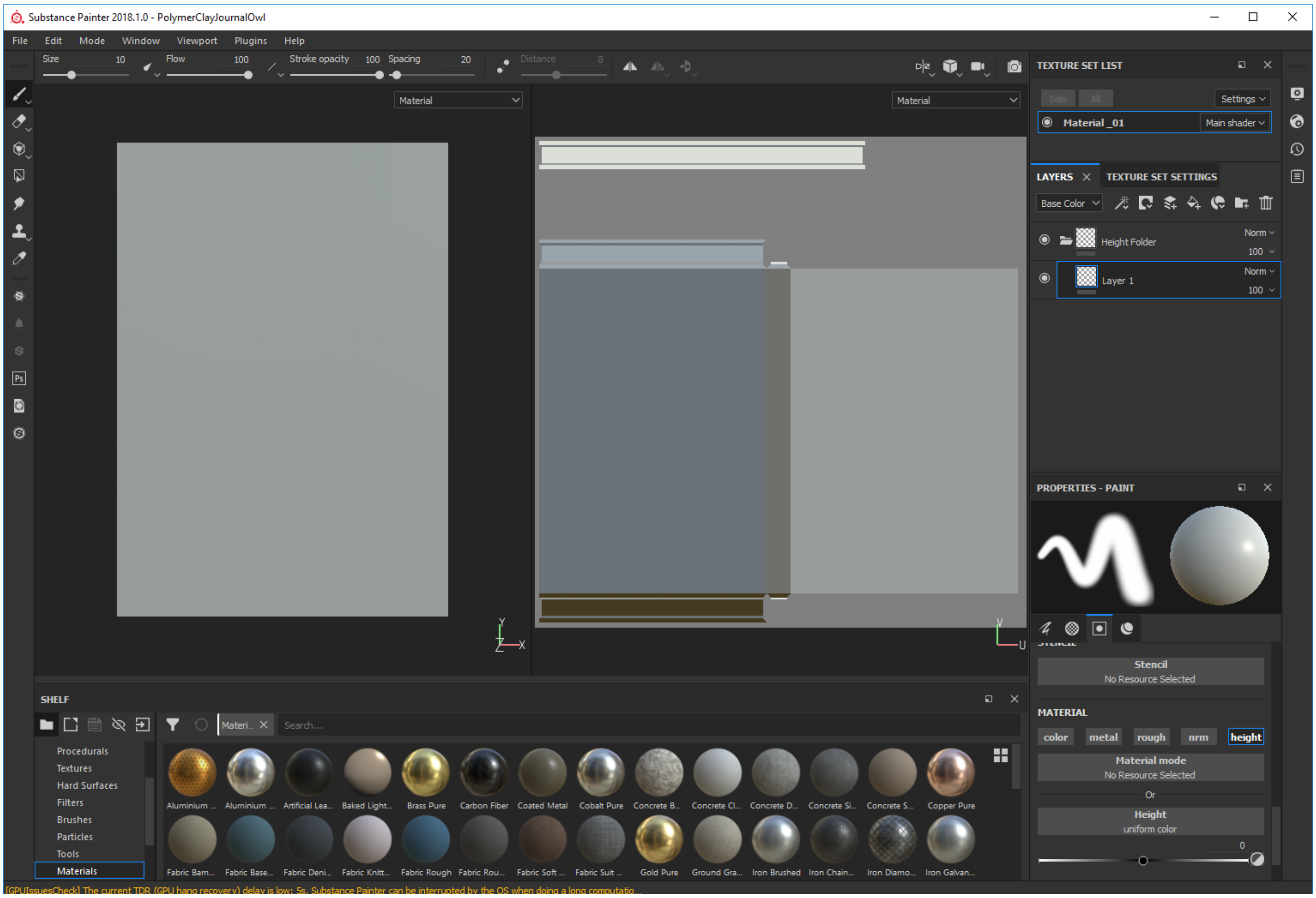
90. Click add a folder and rename as Height Folder



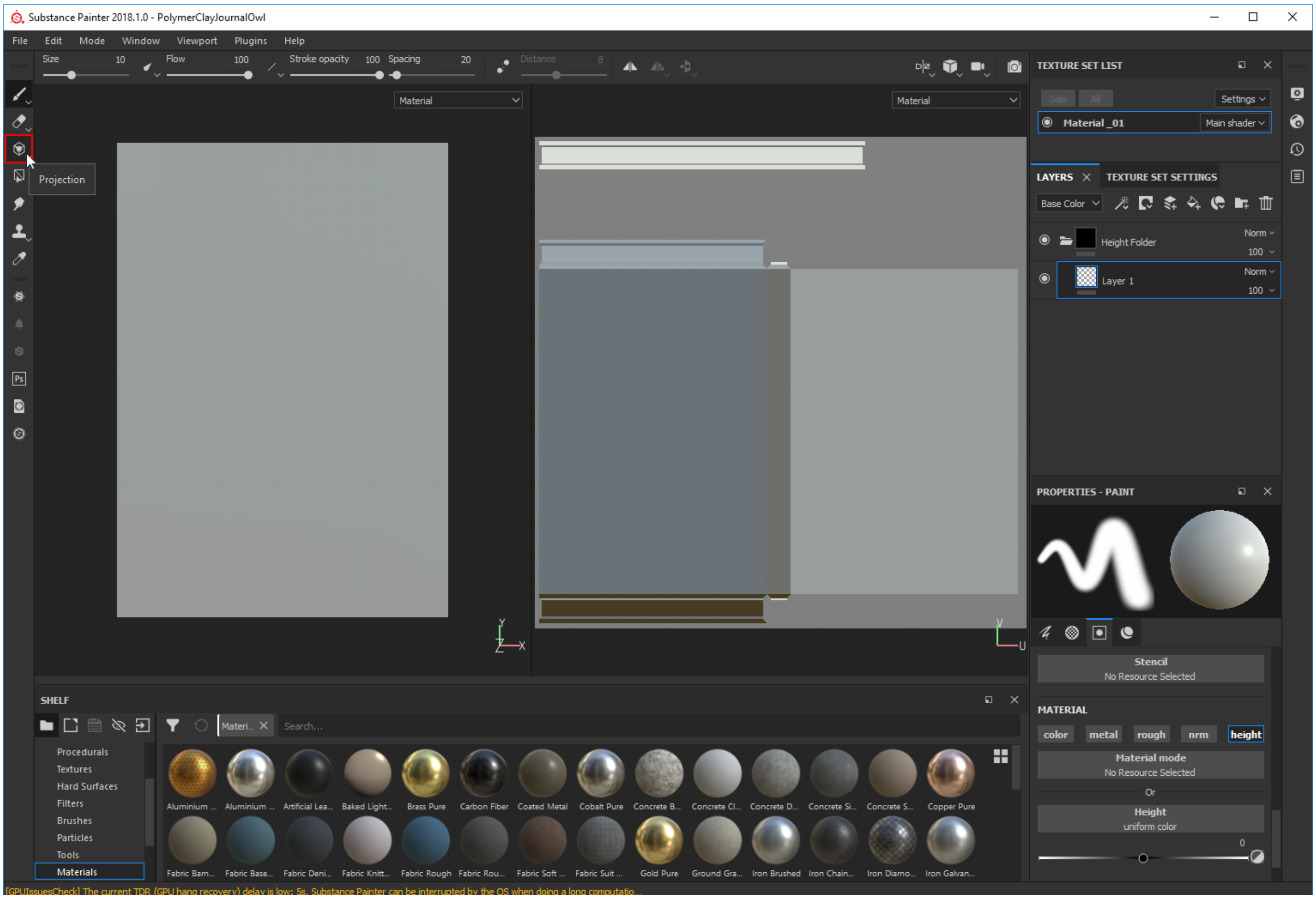
91. Drag and move Layer 1 into Height Folder



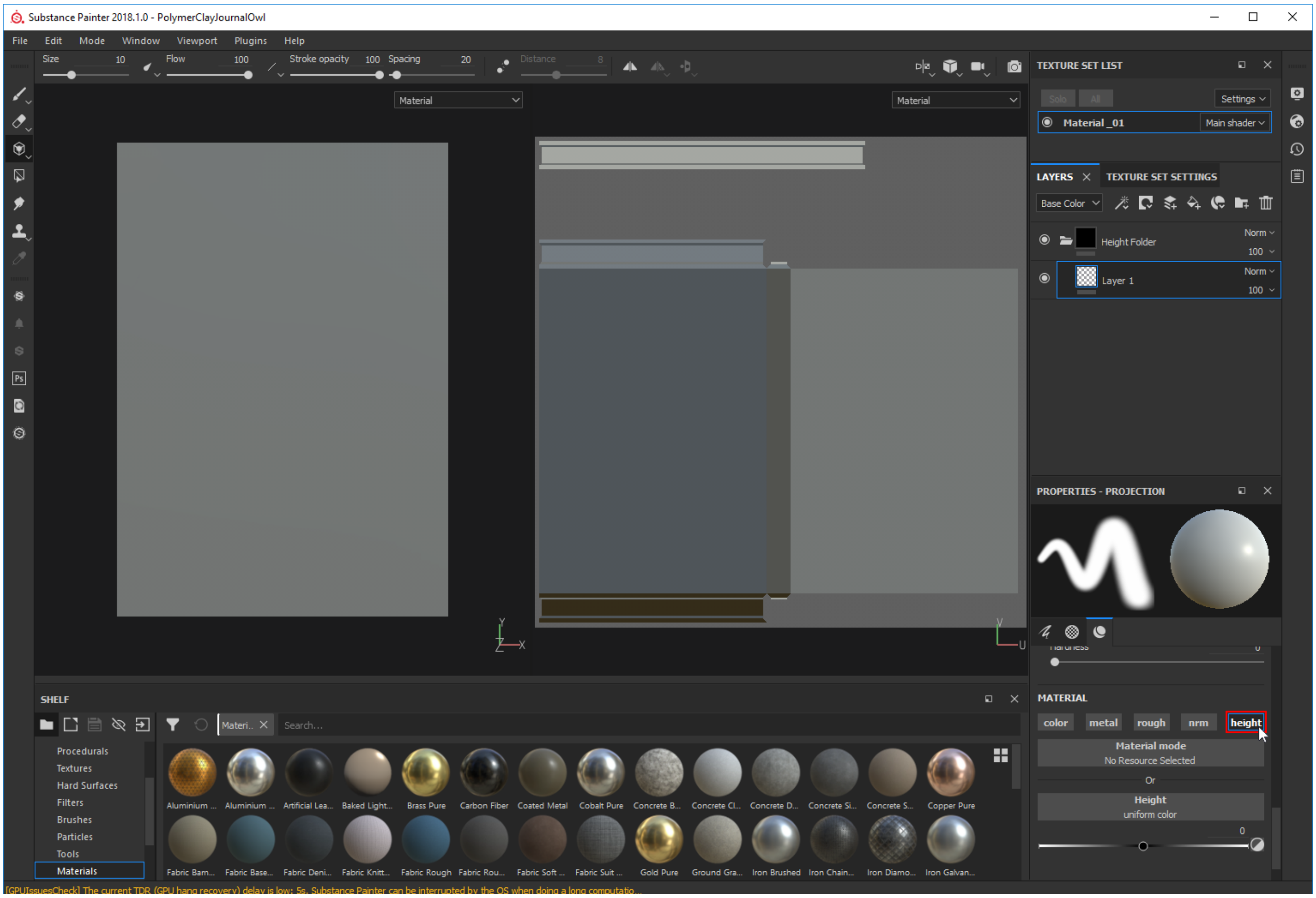
92. Now the Layer 1 is inside Height Folder



93. Click Projection

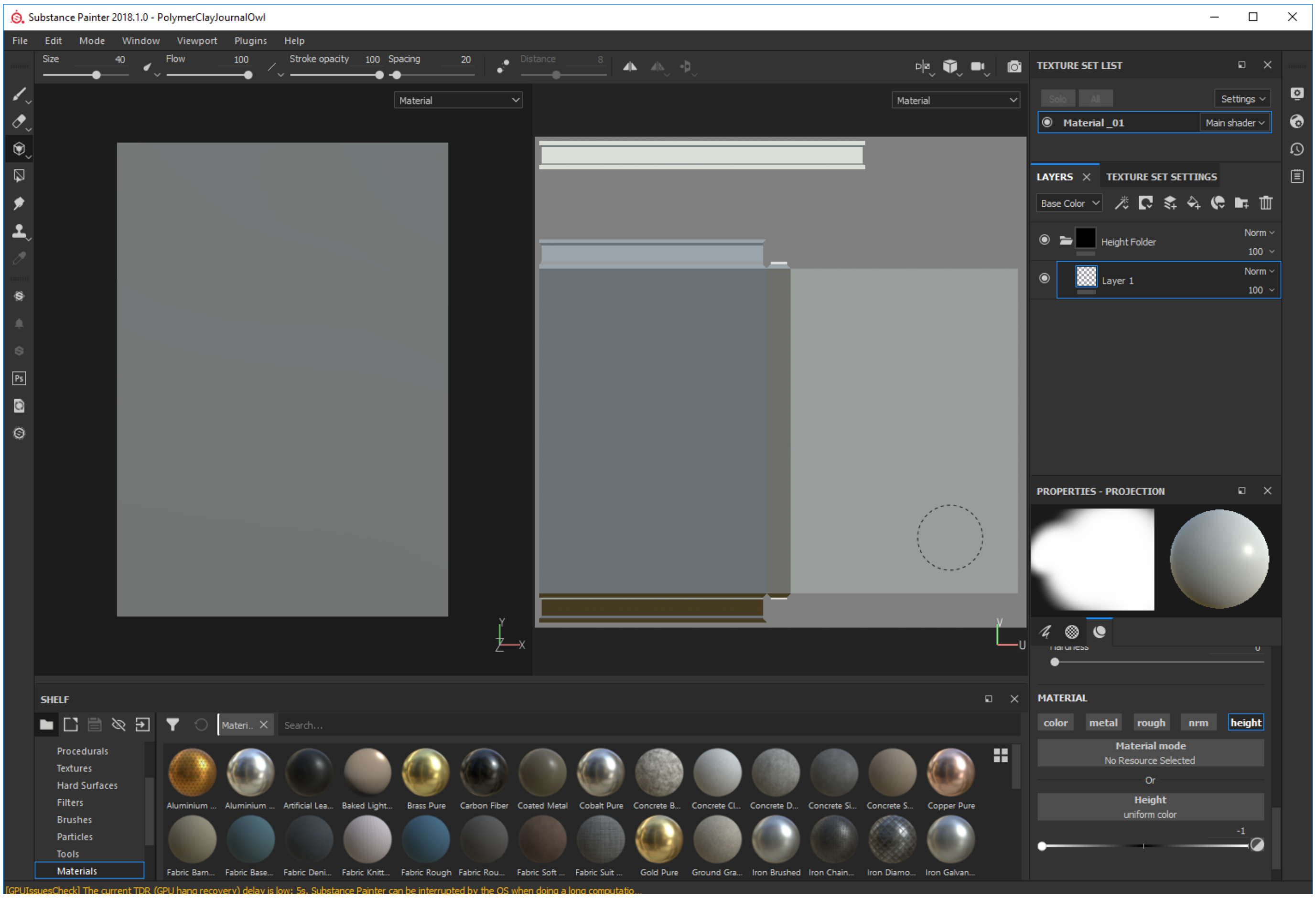


94. Again, disable all and only enable height

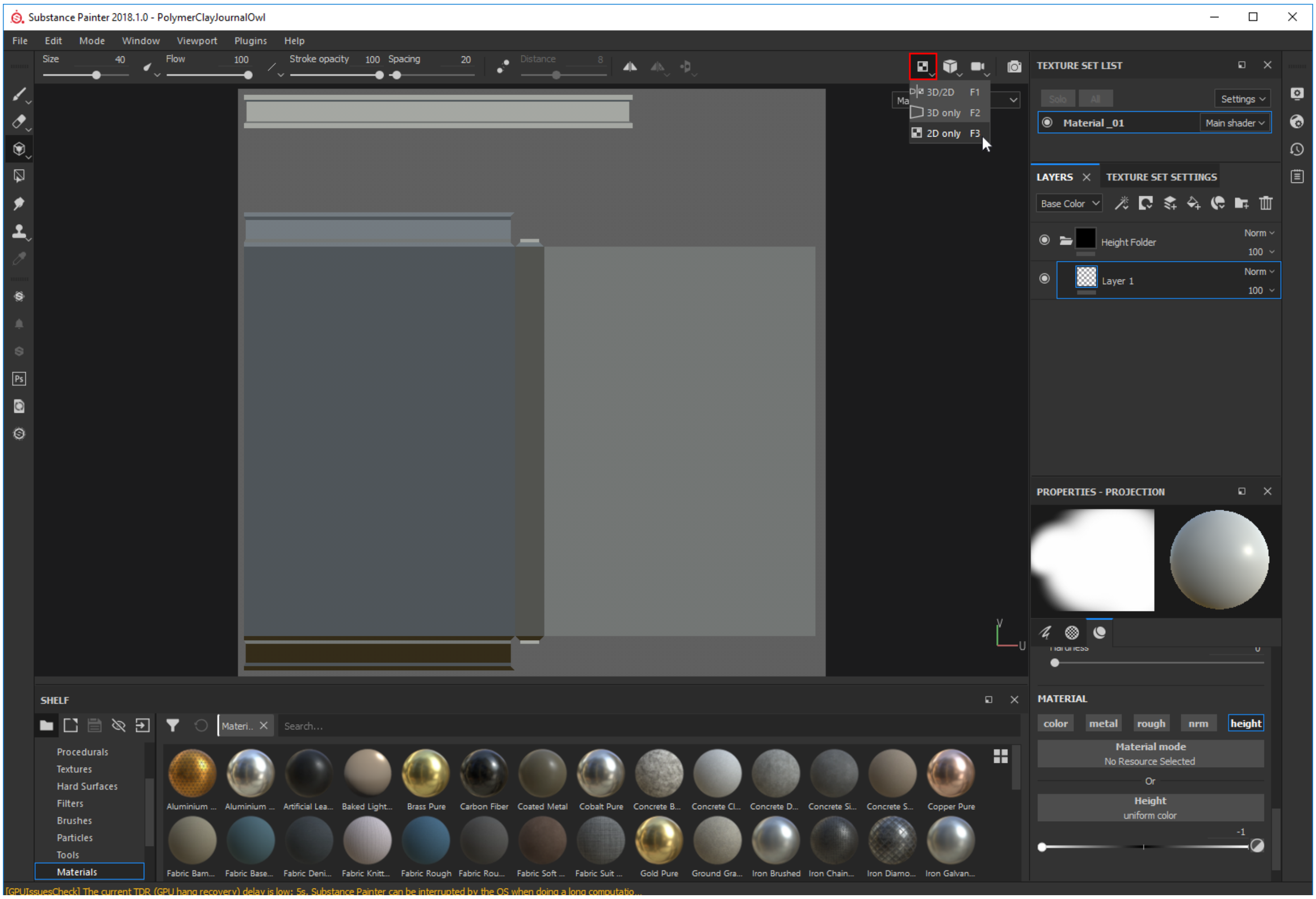


95. Adjust height to -1 and paint all

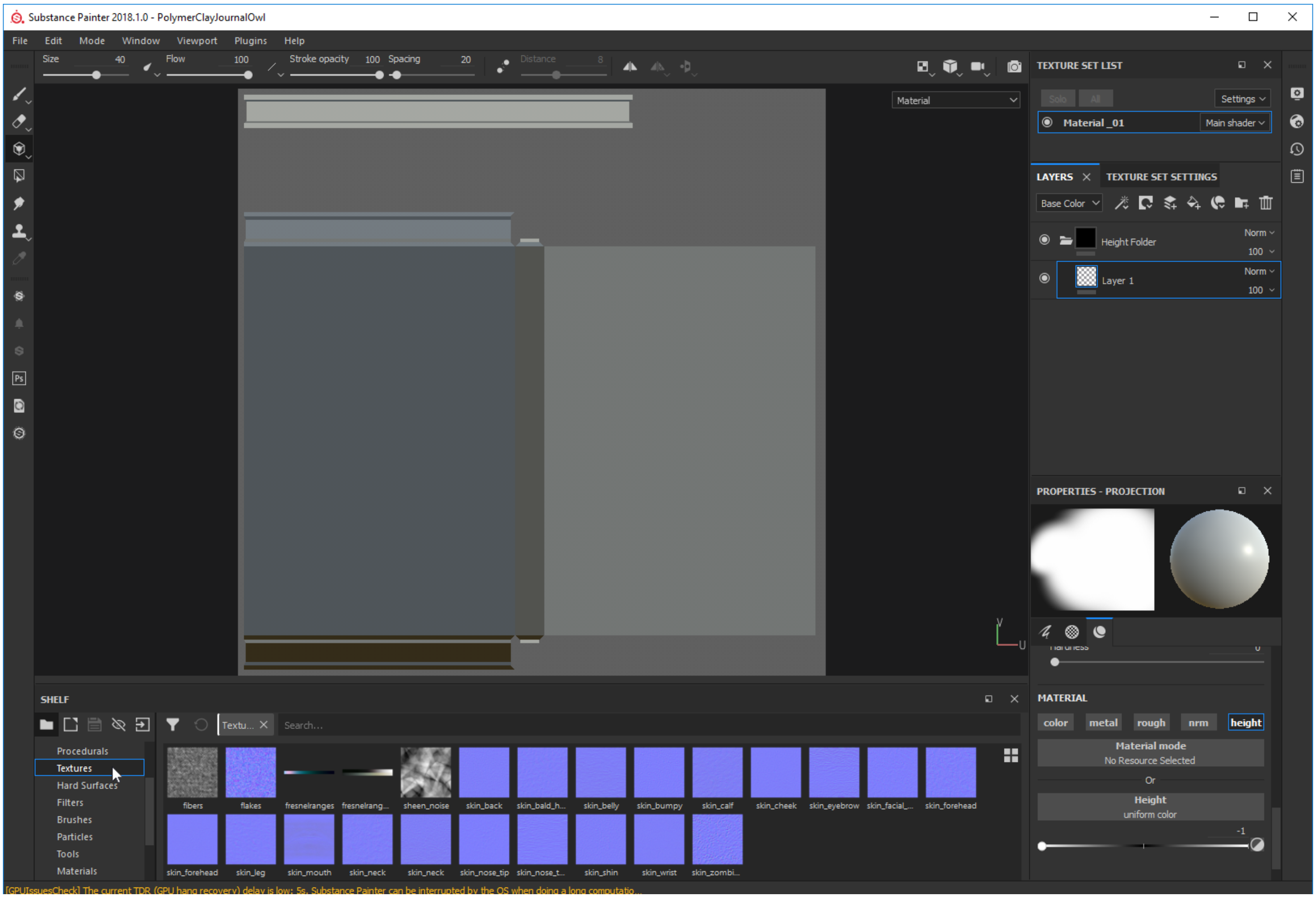
96. Done, all paint with -1 height



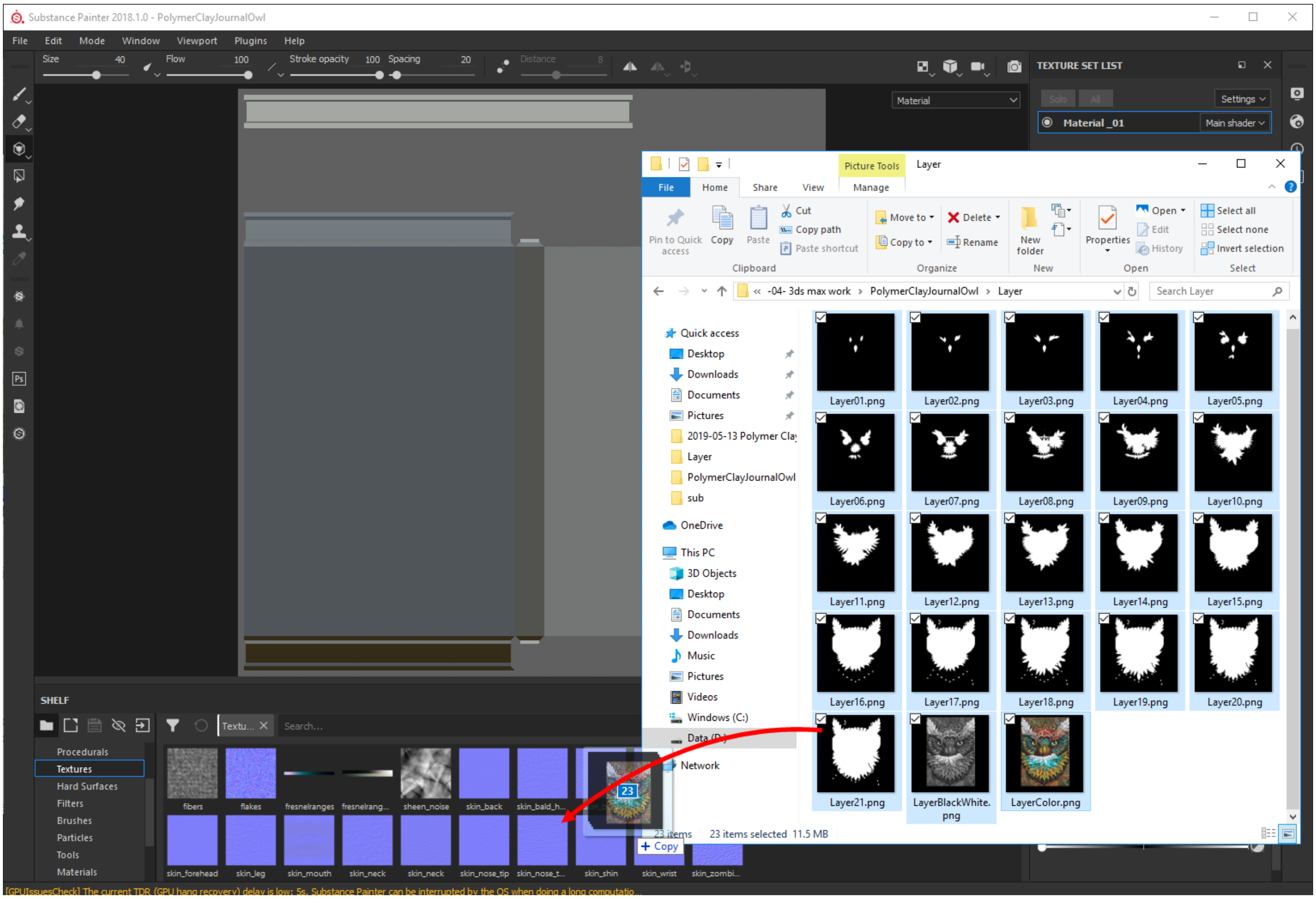
97. Now we switch to 2D only



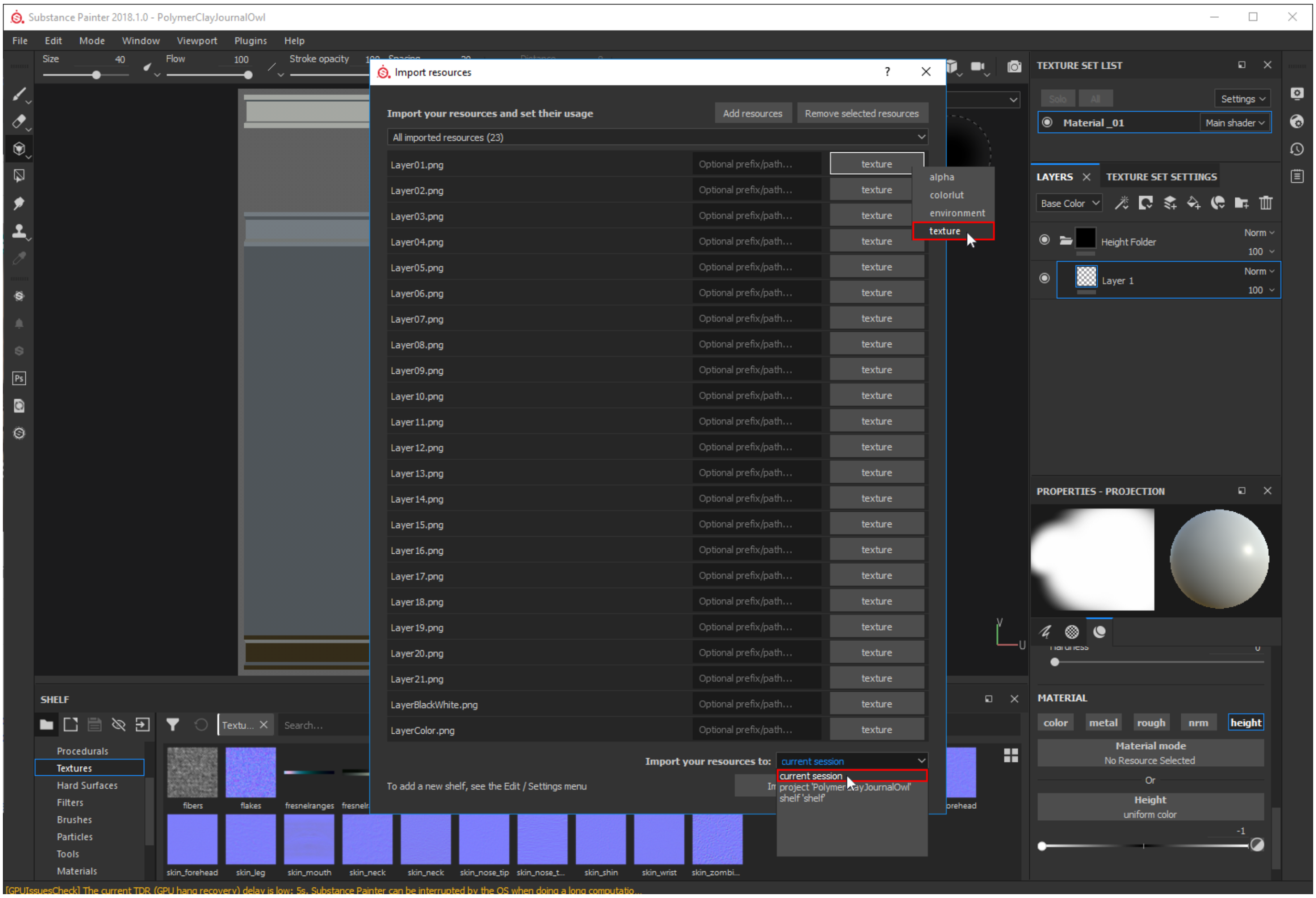
98. Click textures



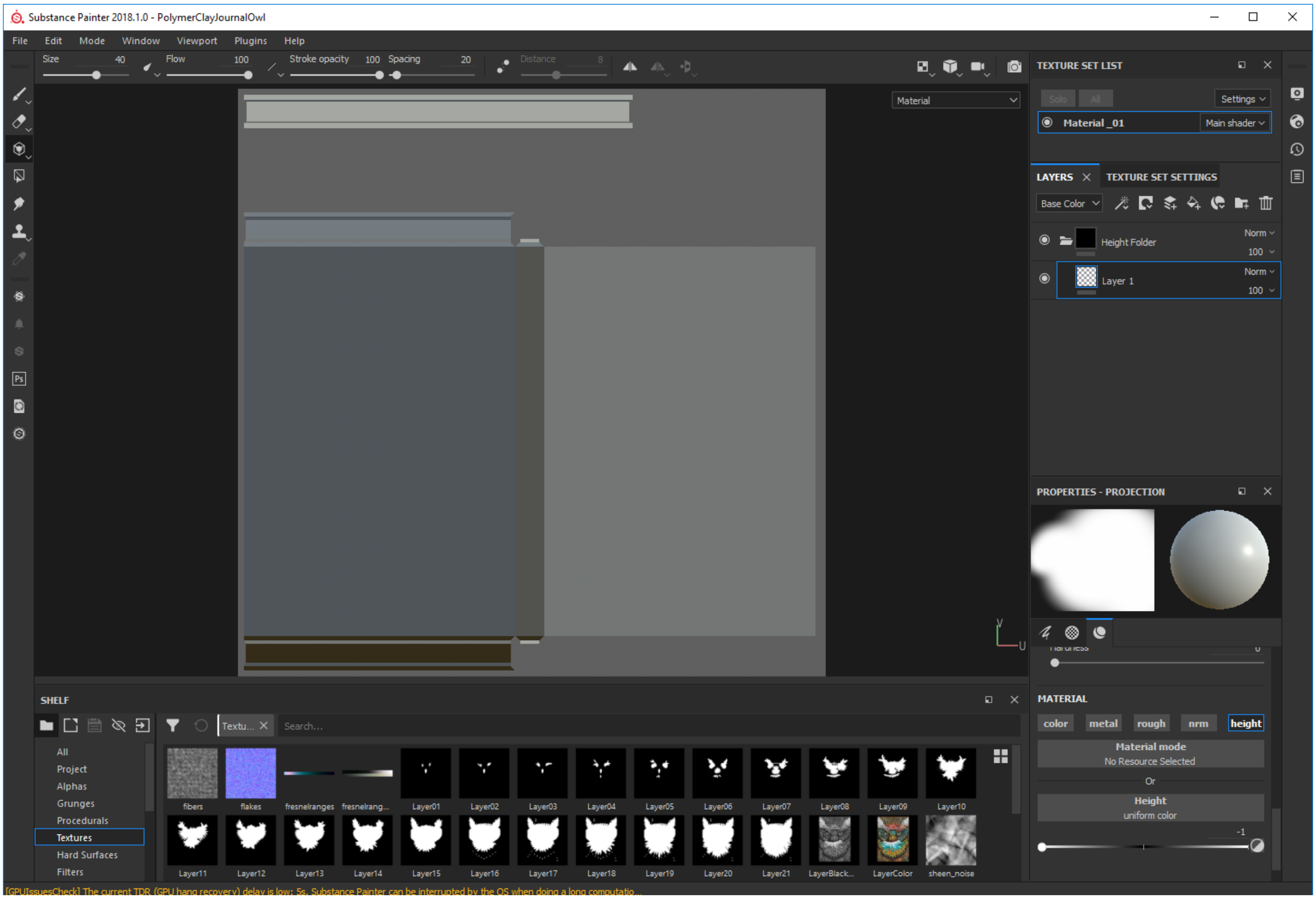
99. Import all picture into substance painter



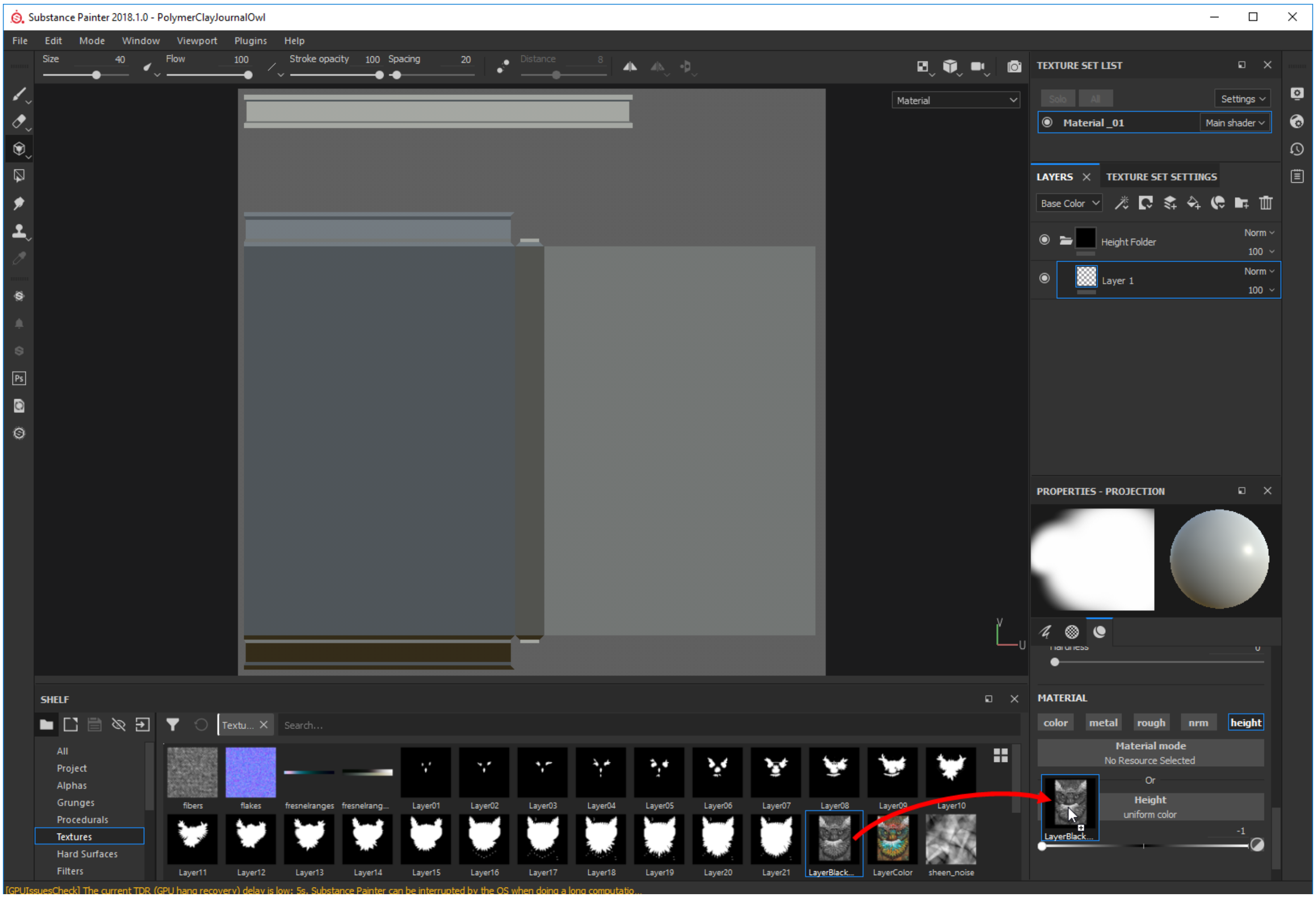
100. All picture set as texture and current session



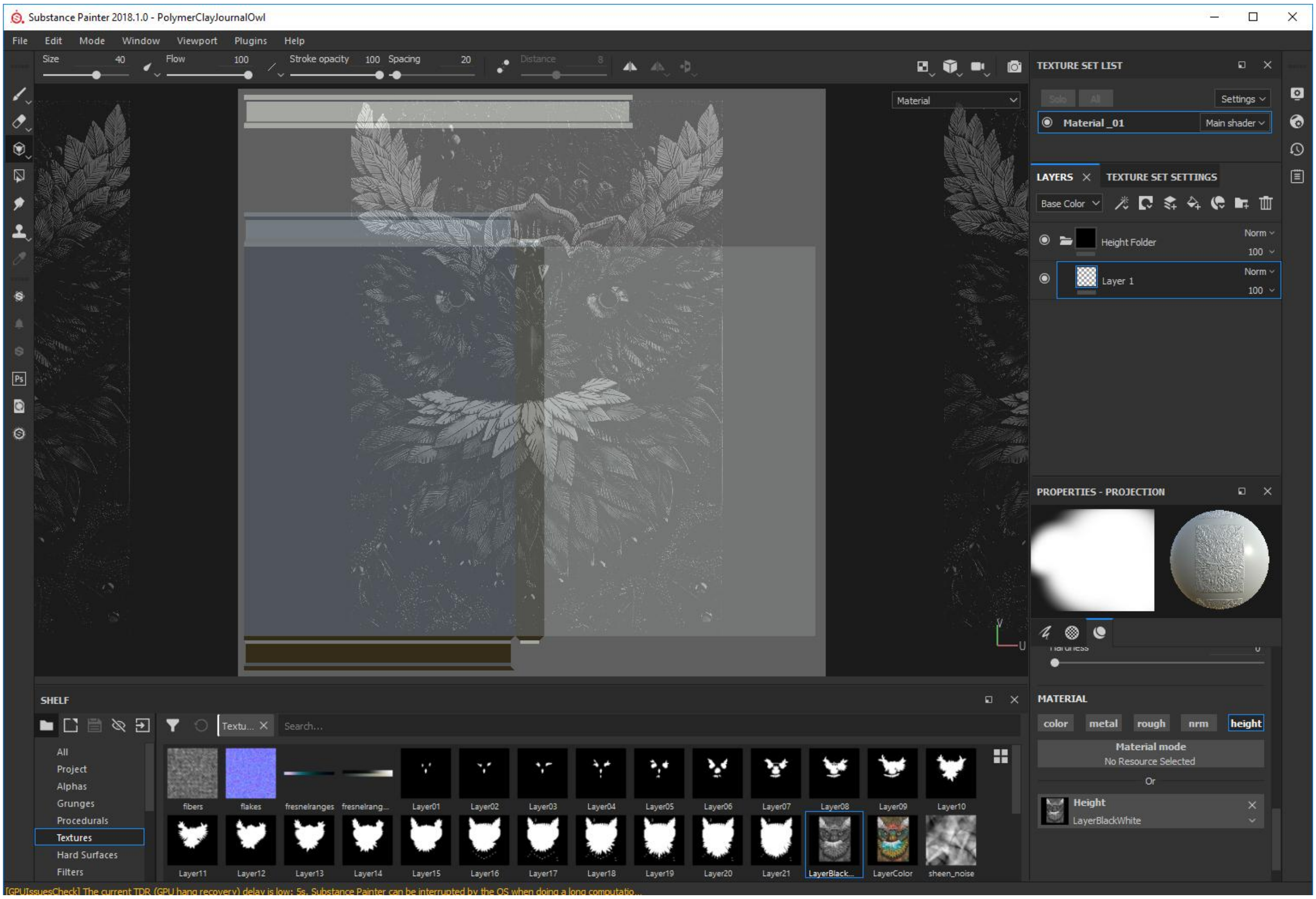
101. Click textures again, and you will see all the picture have been imported



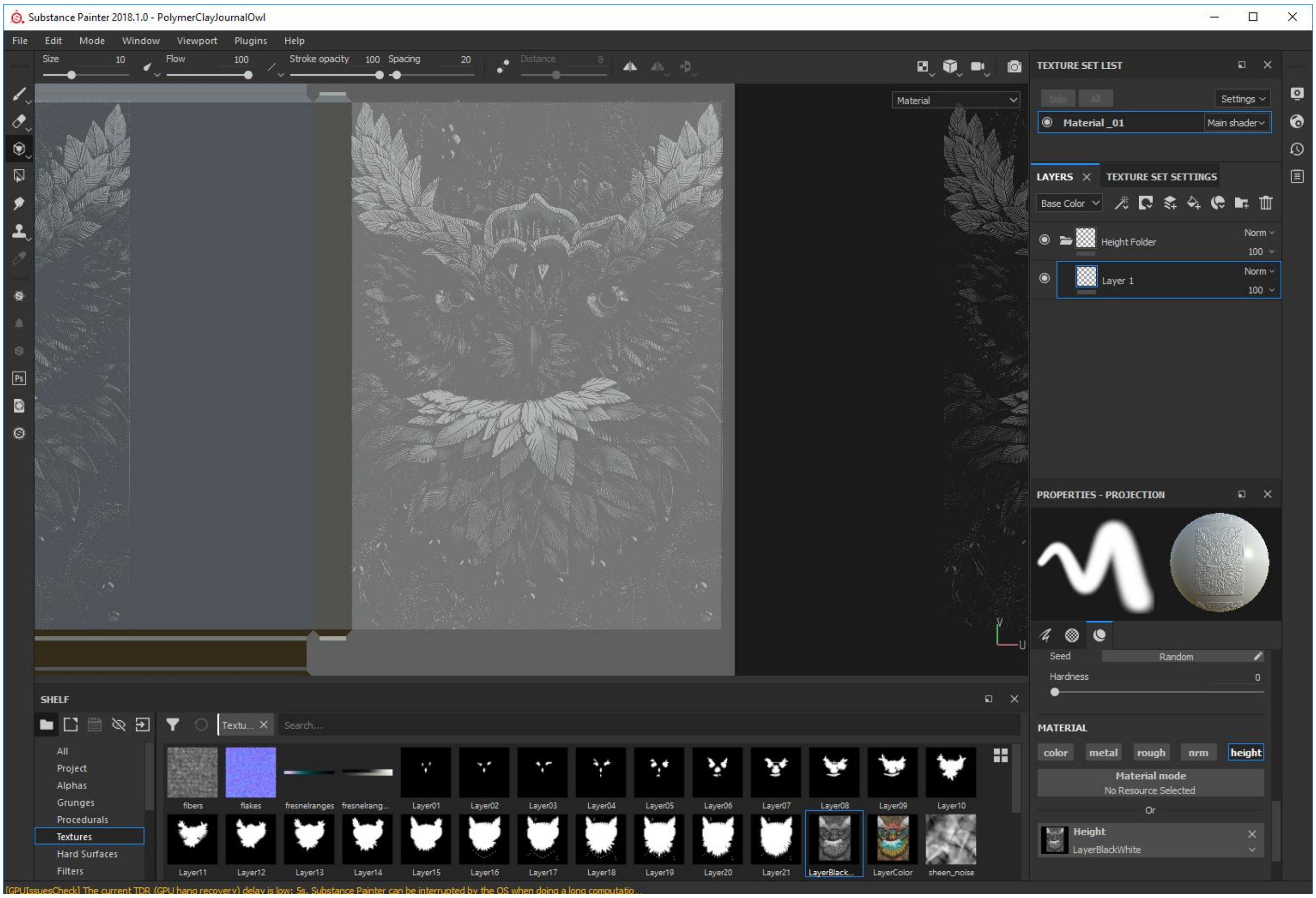
102. Drag Black and White (or color) into height



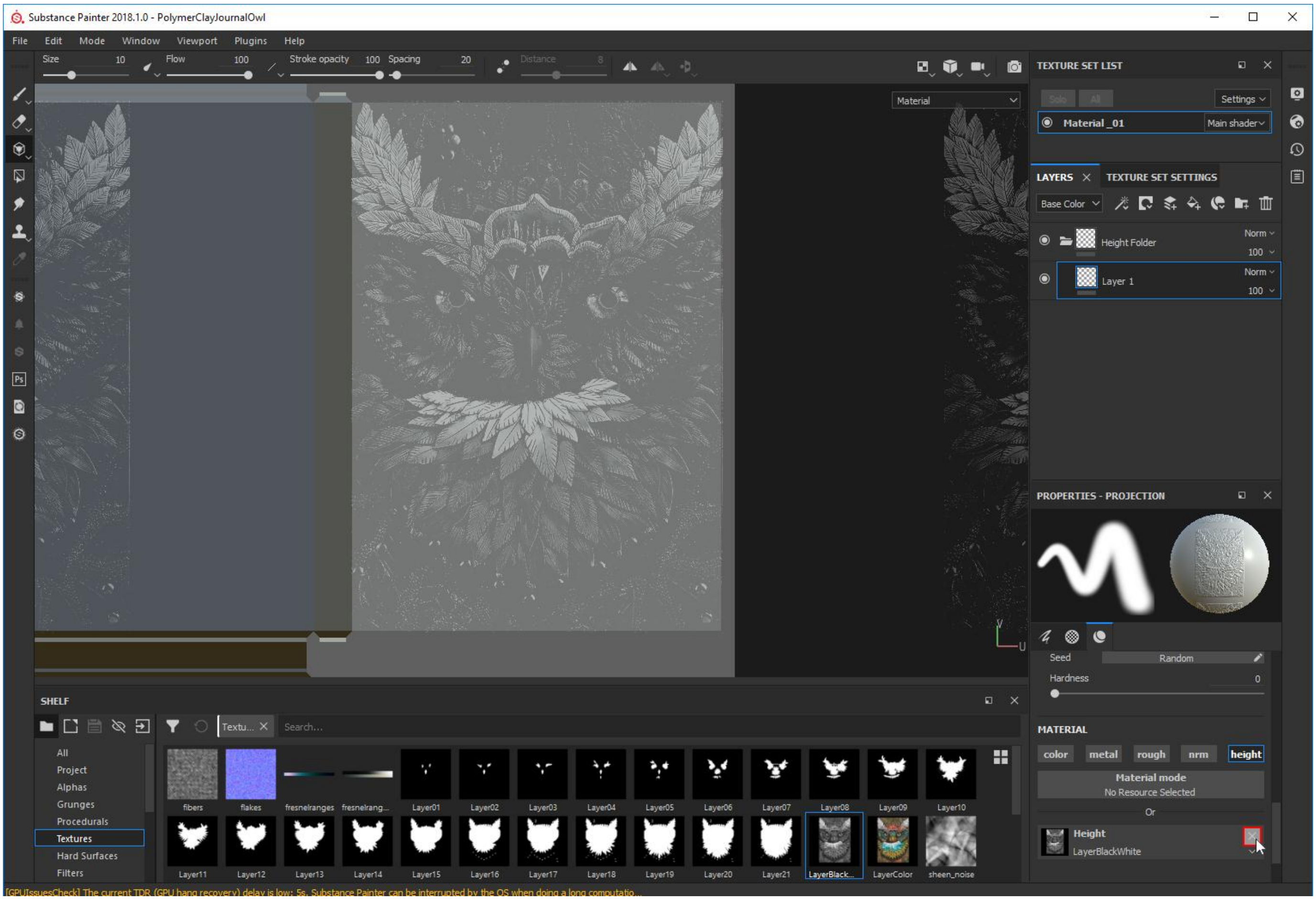
103. After drag into height, you can see it in viewport



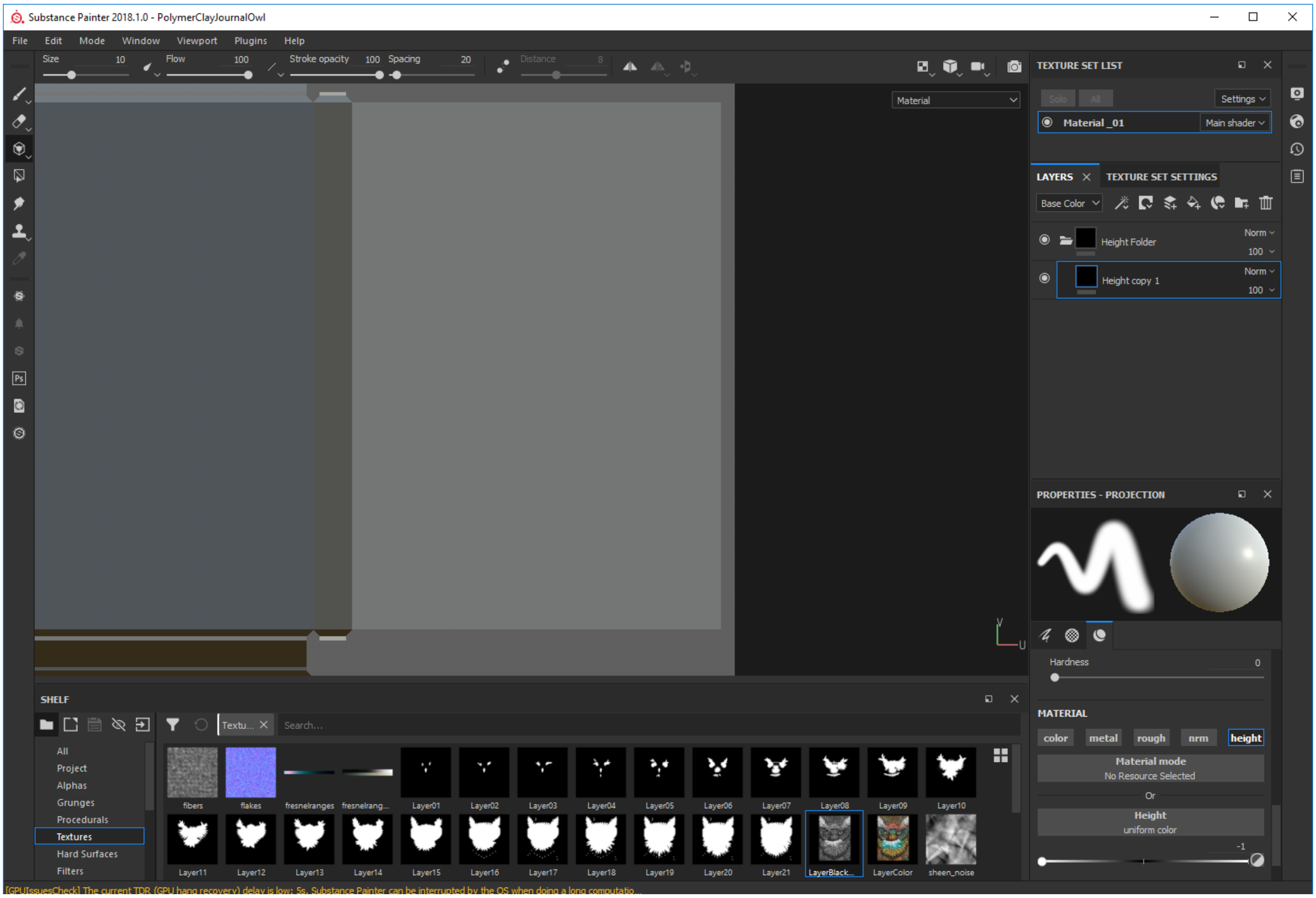
104. Adjust and zoom in or out, until perfect size



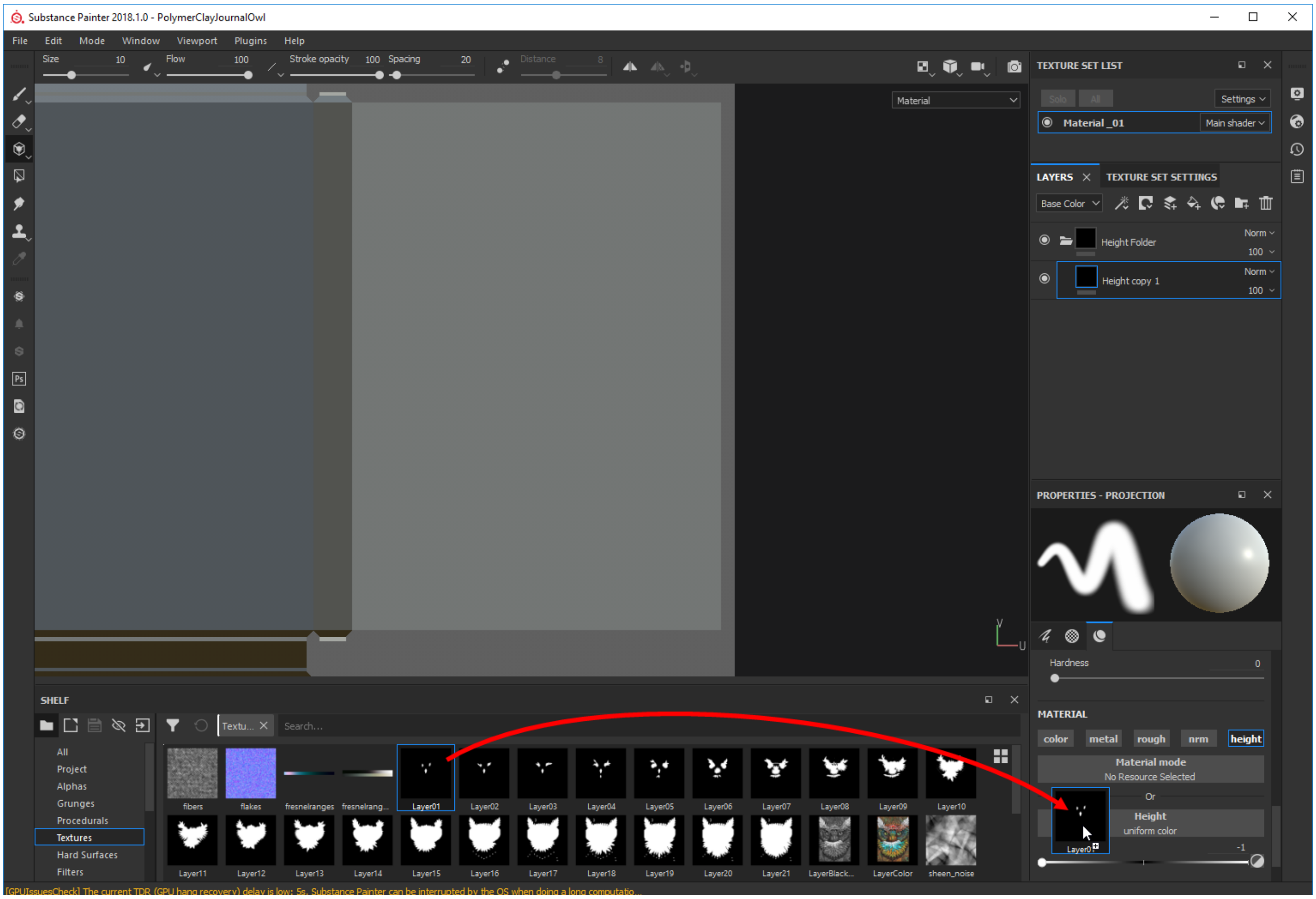
105. Remove LayerBlackWhite from height



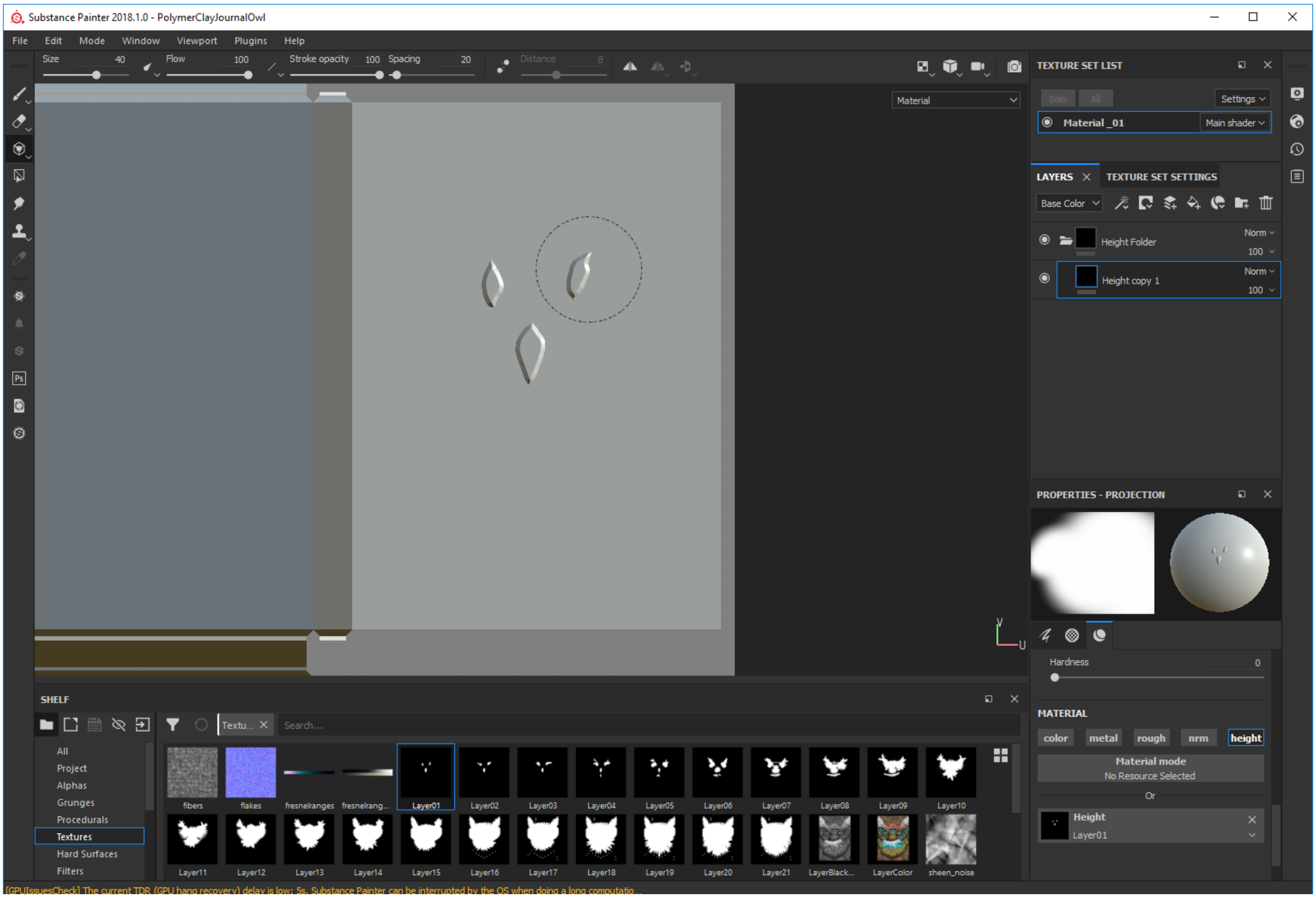
106. Now rename Layer 1 to Height copy 1



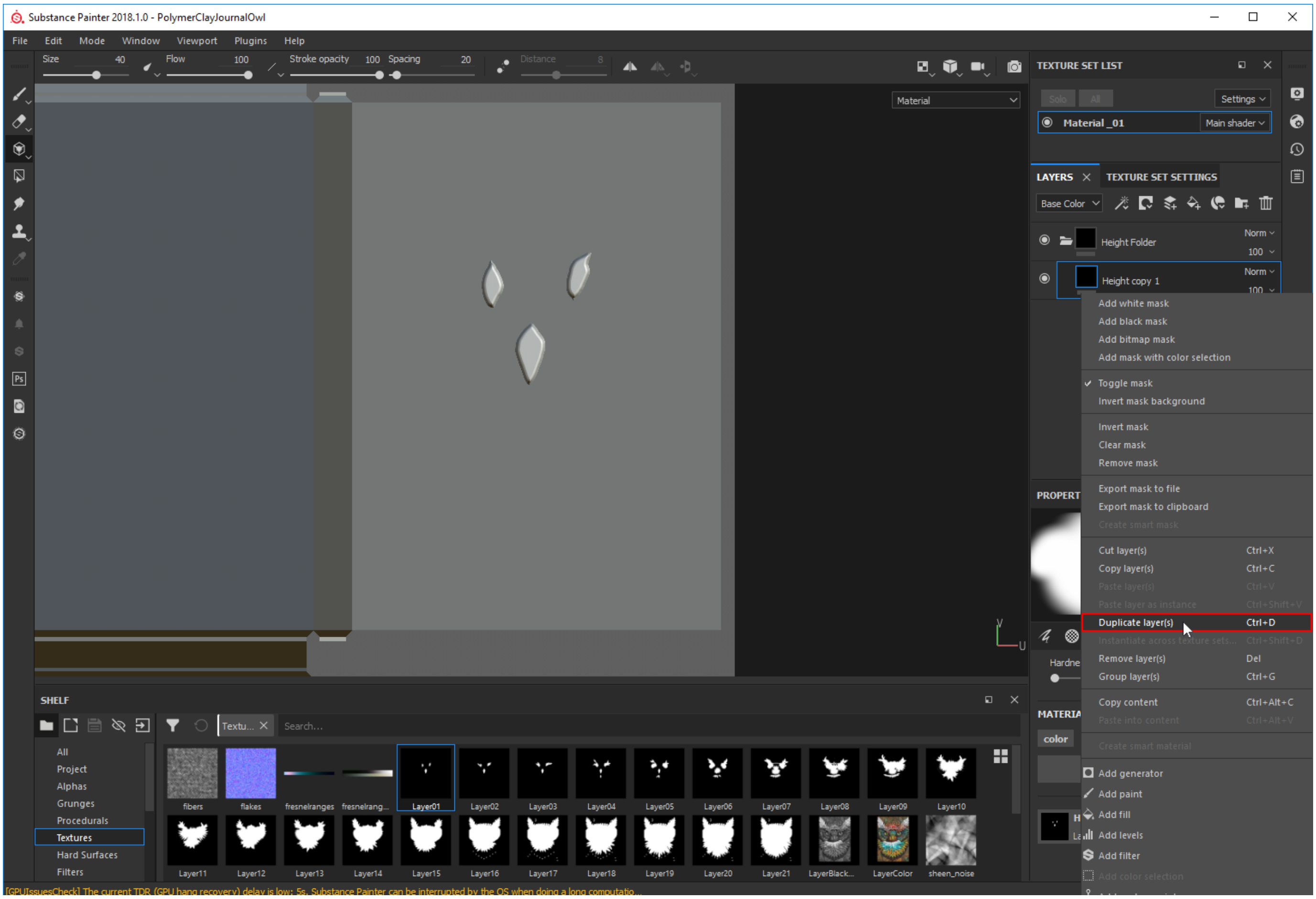
107. Drag Layer01 into Height



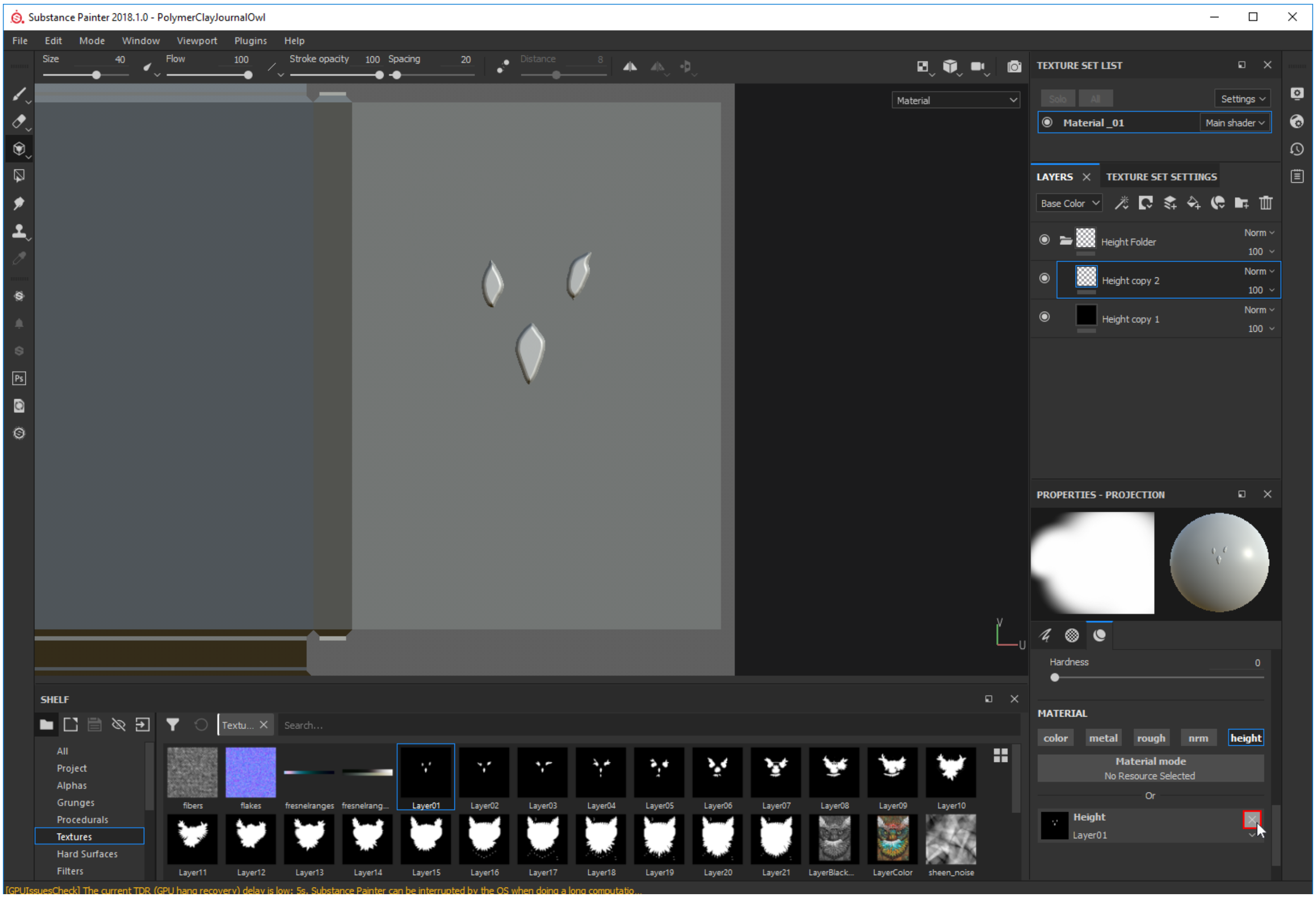
108. After drag Layer01 into height, you can paint it on uv



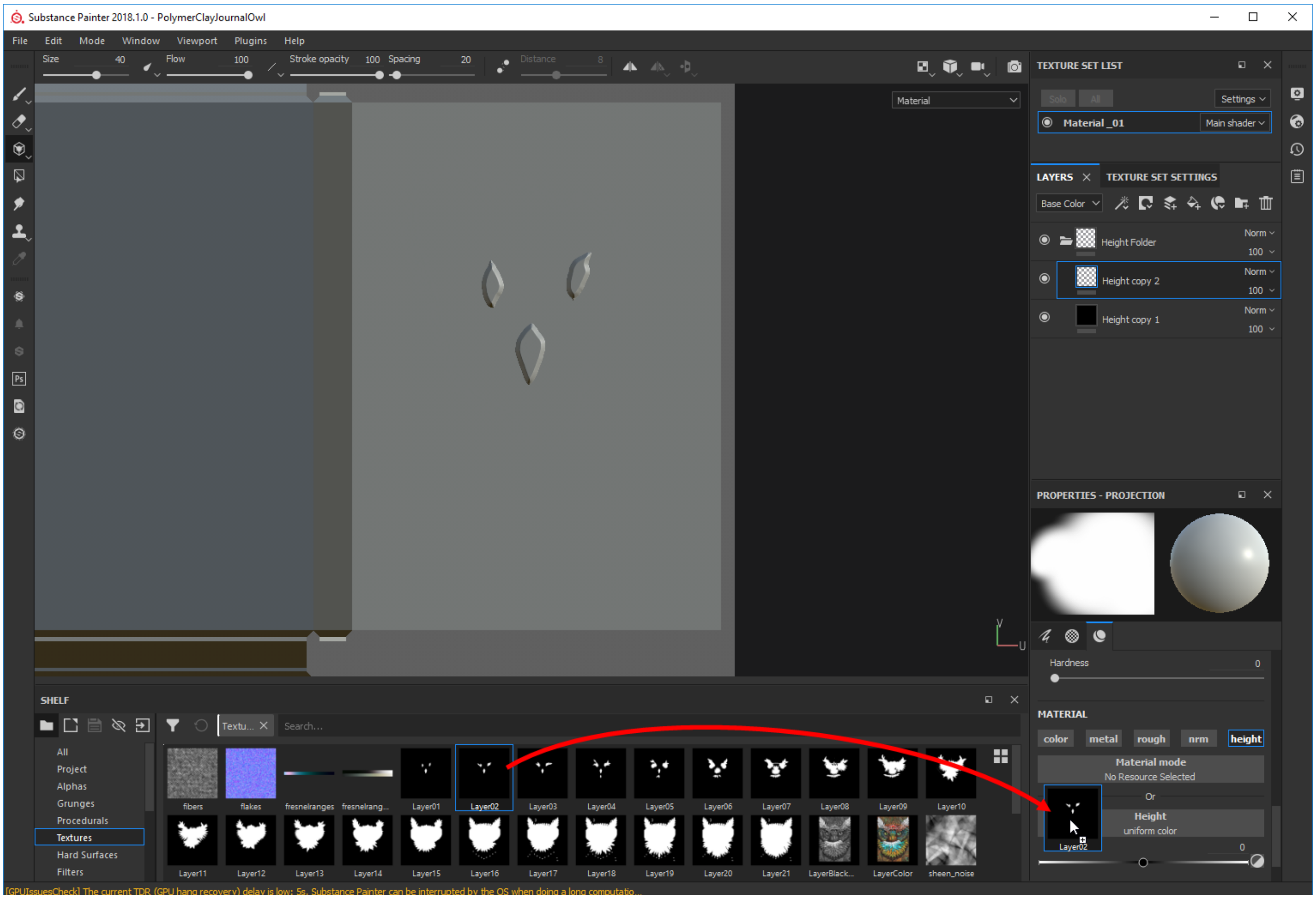
109. Right click and duplicate layer



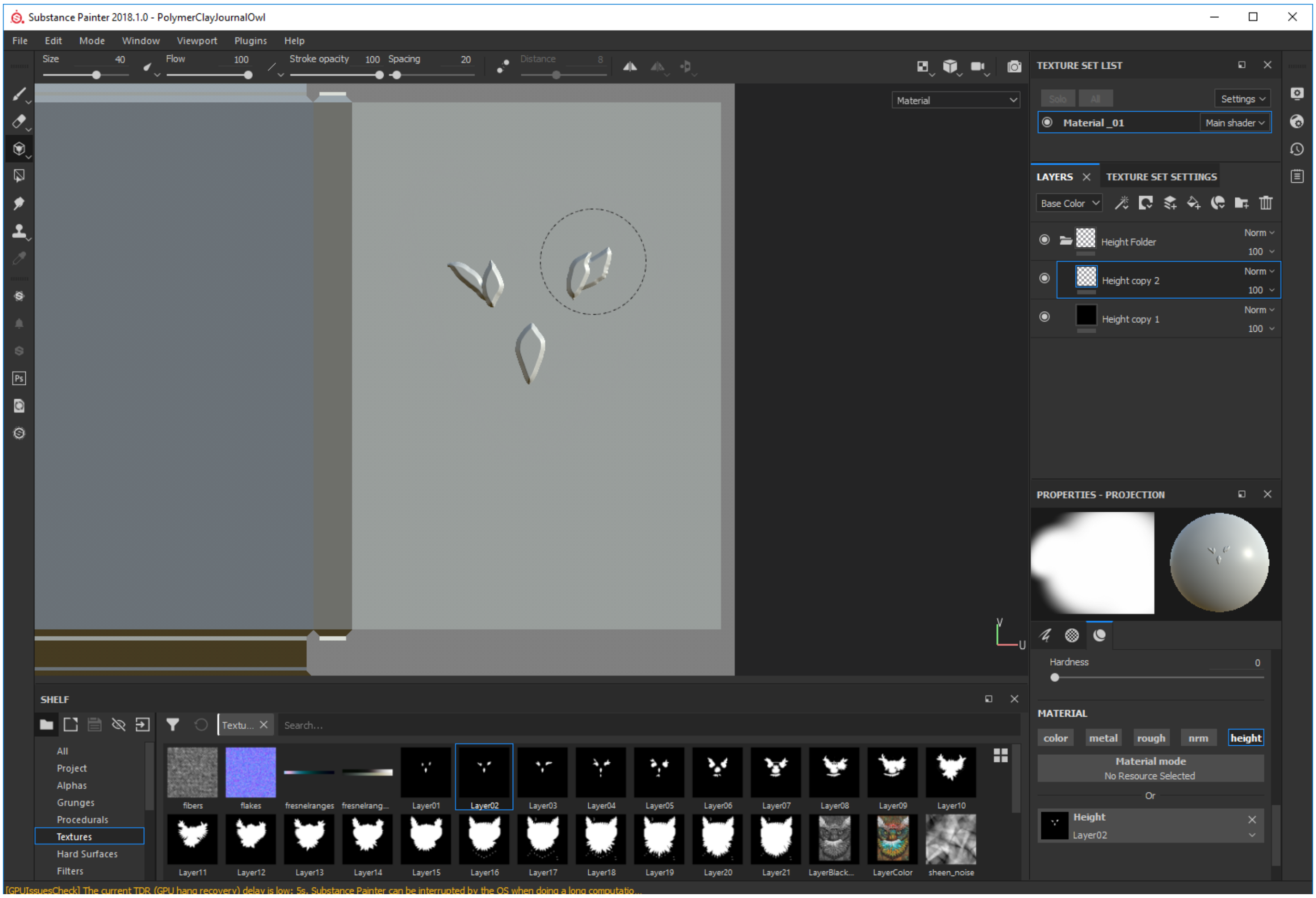
110. After duplicate, you will see Height copy 2, now remove Layer01 in Height



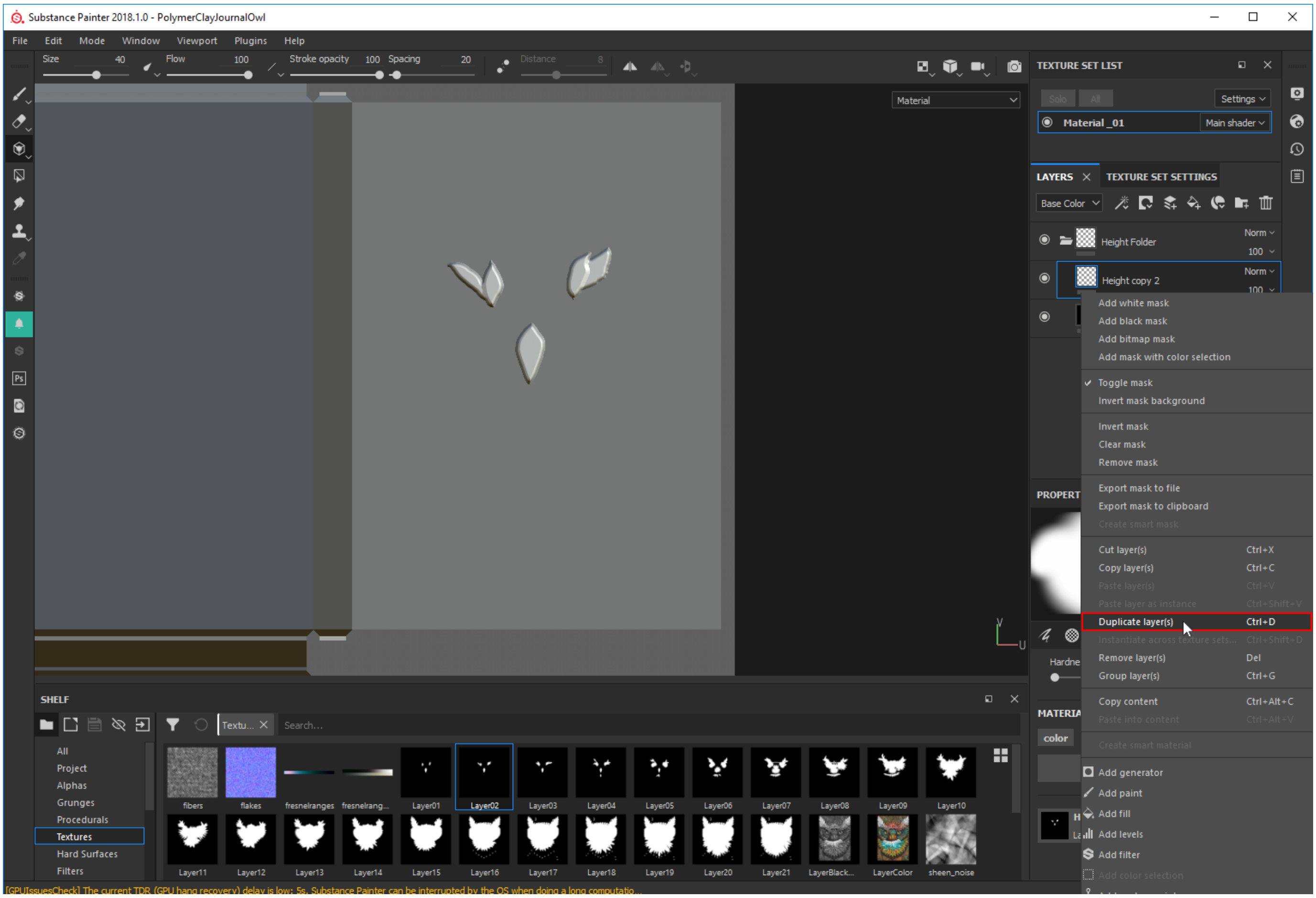
111. Drag Layer02 into Height



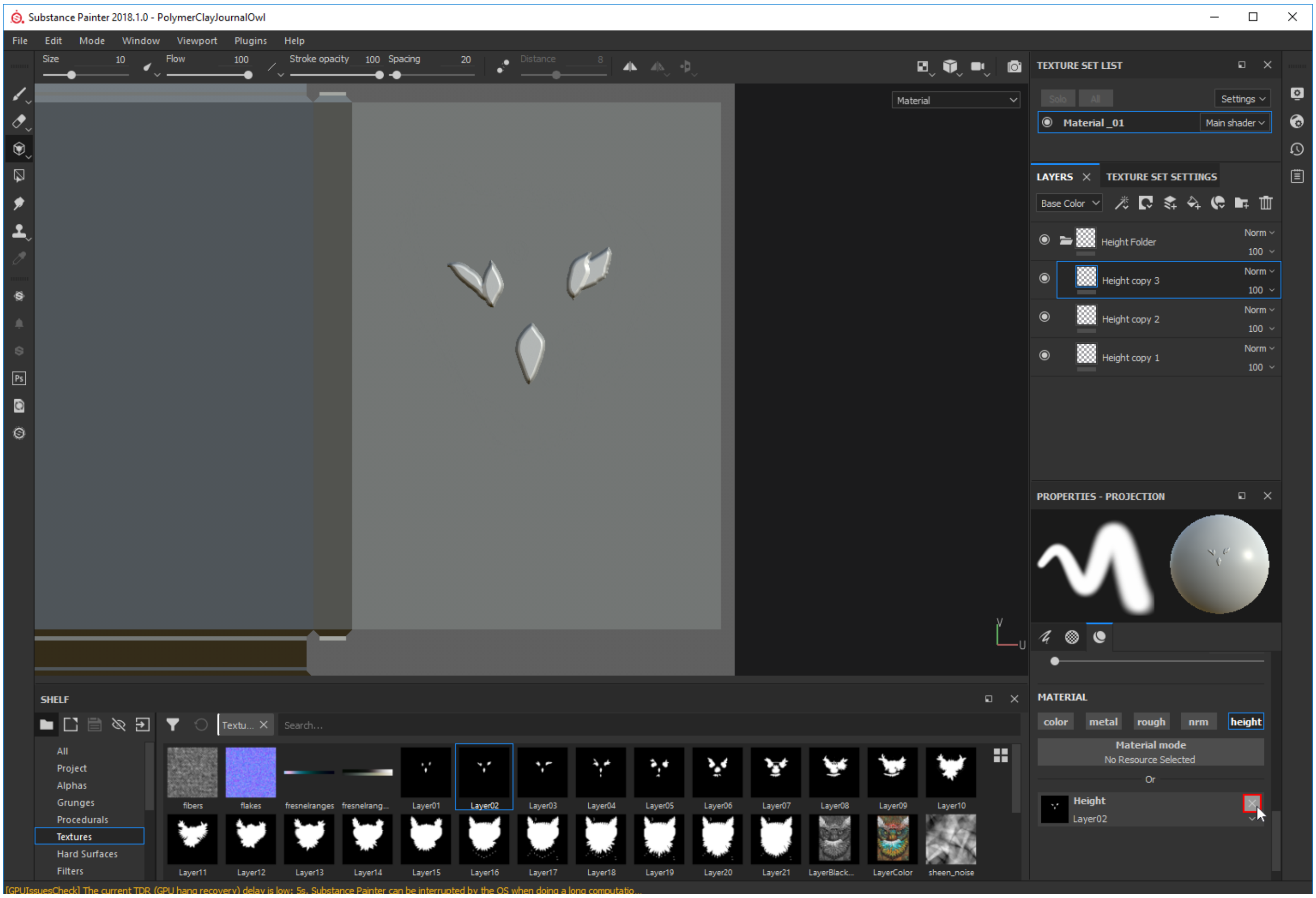
112. After drag Layer02 into height, you can paint it on uv



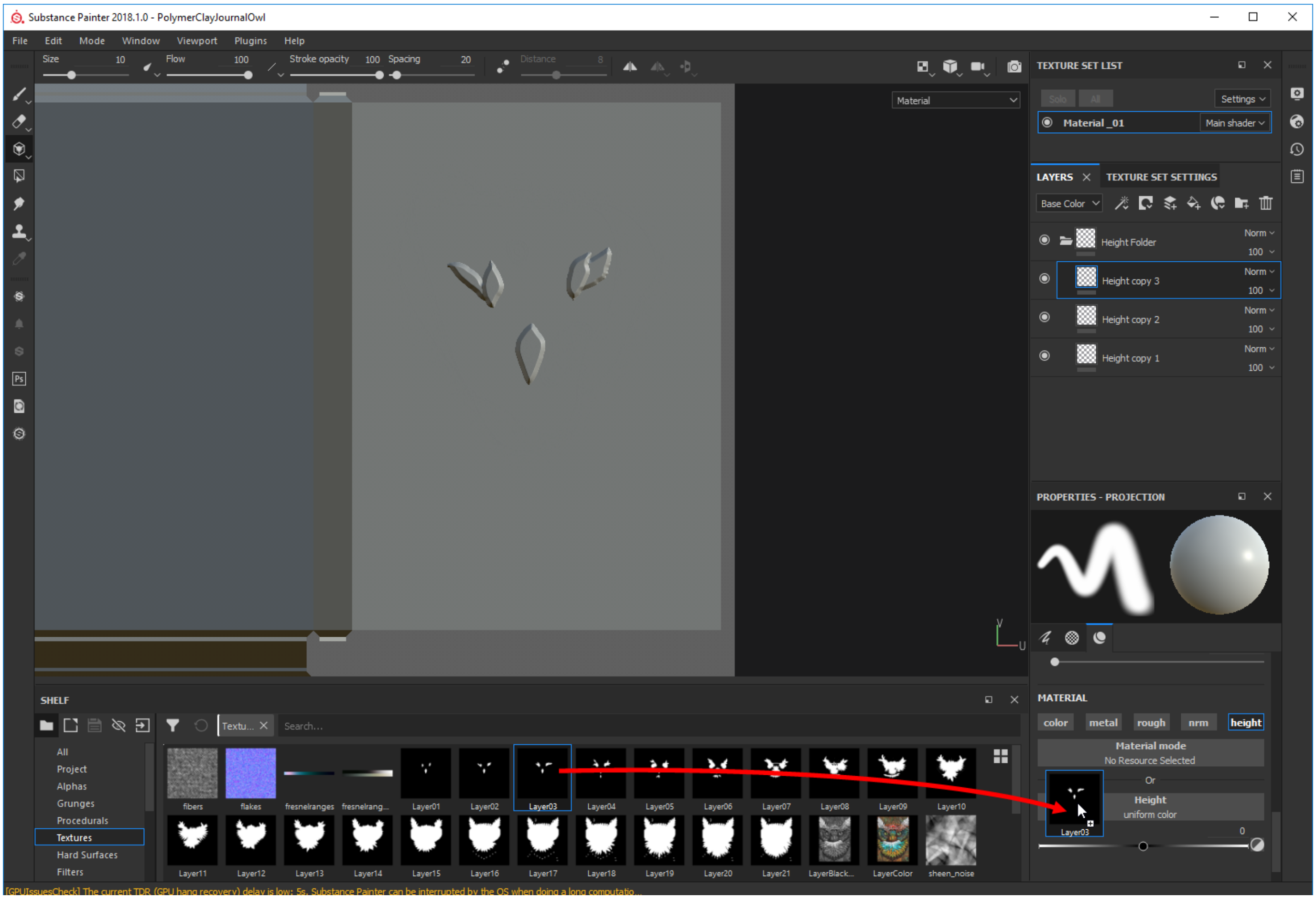
113. Repeat the same step again, duplicate the layer
Go to page 96 to skip repeating process



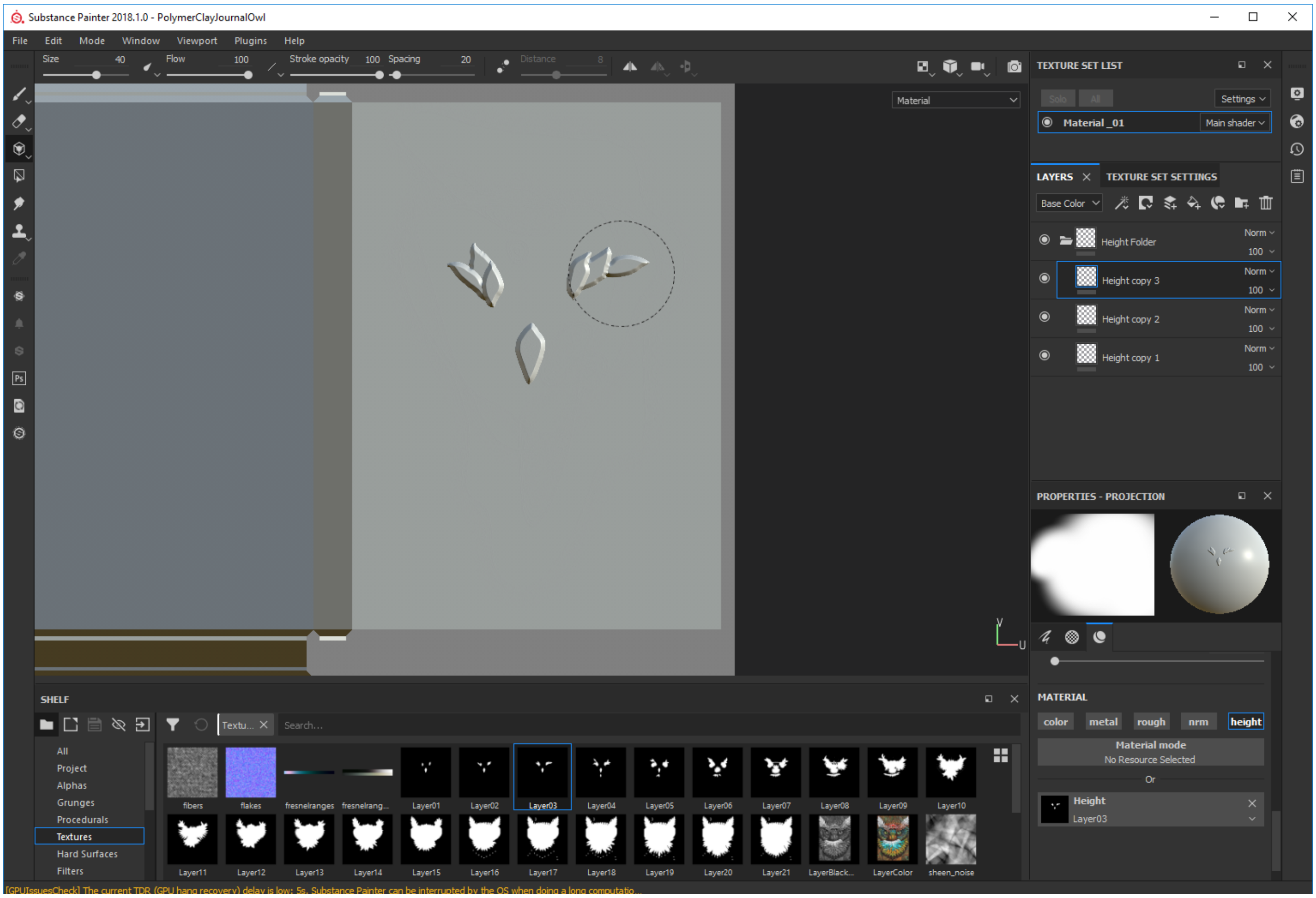
114. After duplicate, you will see Height copy 3, now remove Layer02 in Height



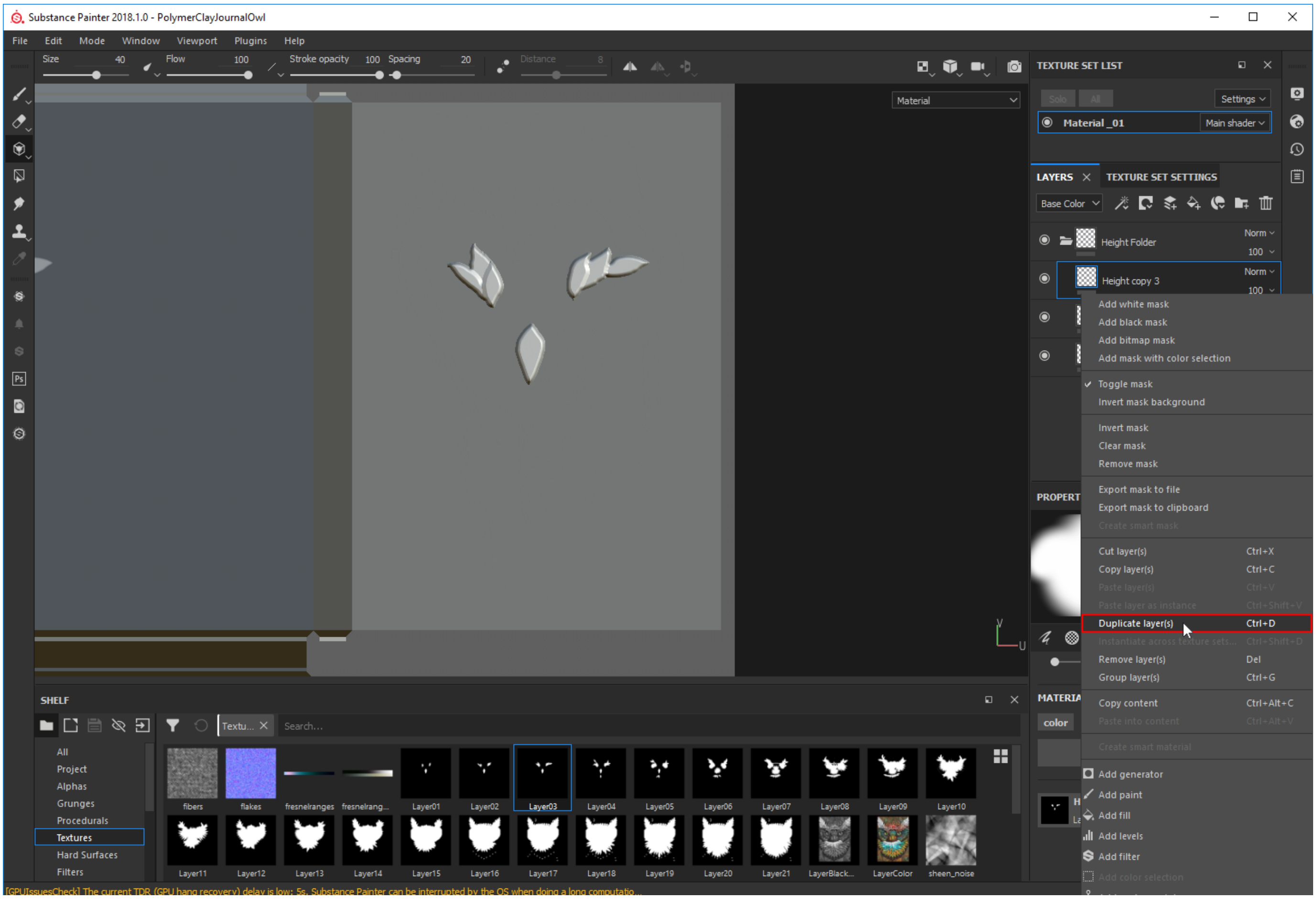
115. Drag Layer03 into Height



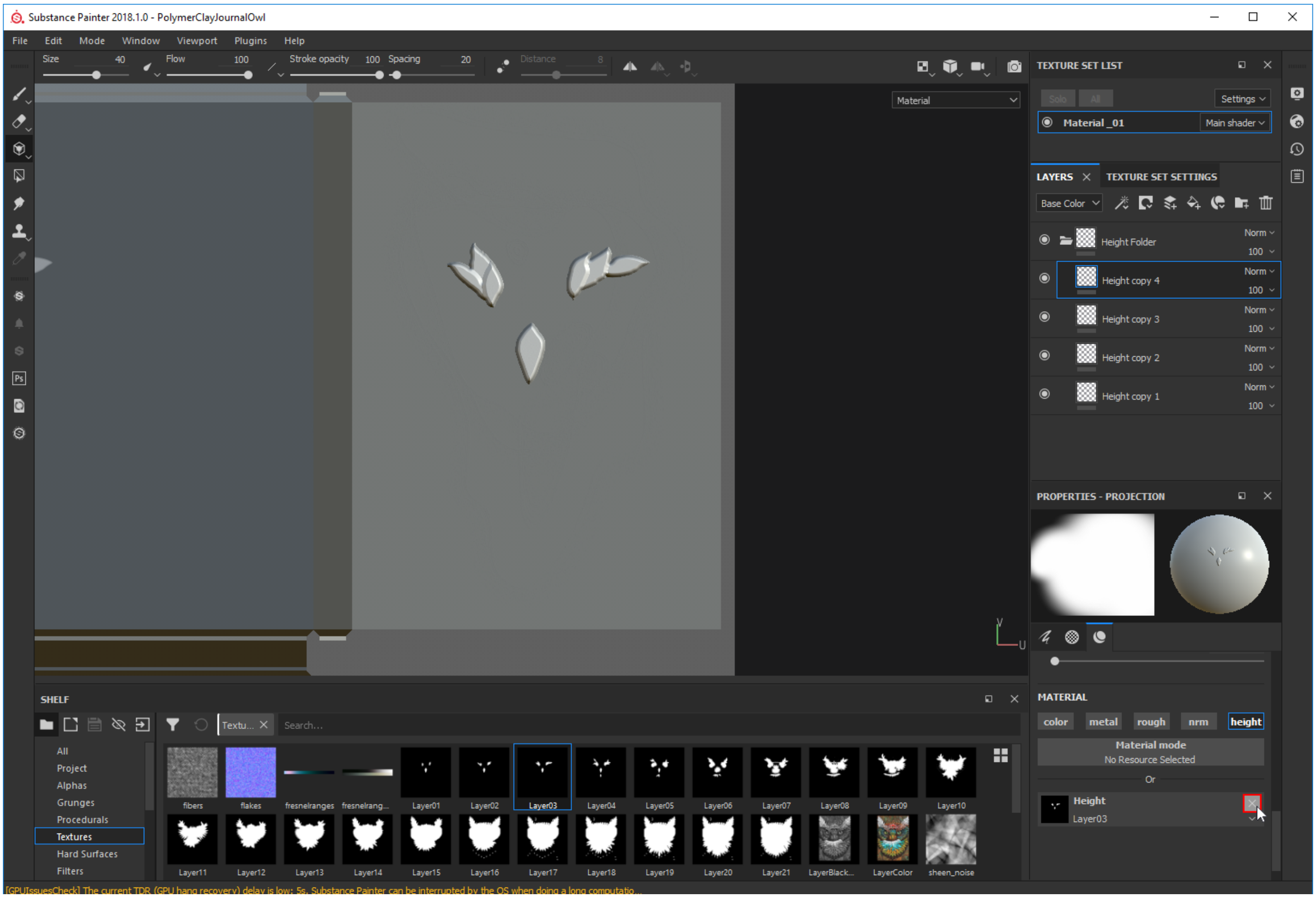
116. After drag Layer03 into height, you can paint it on uv



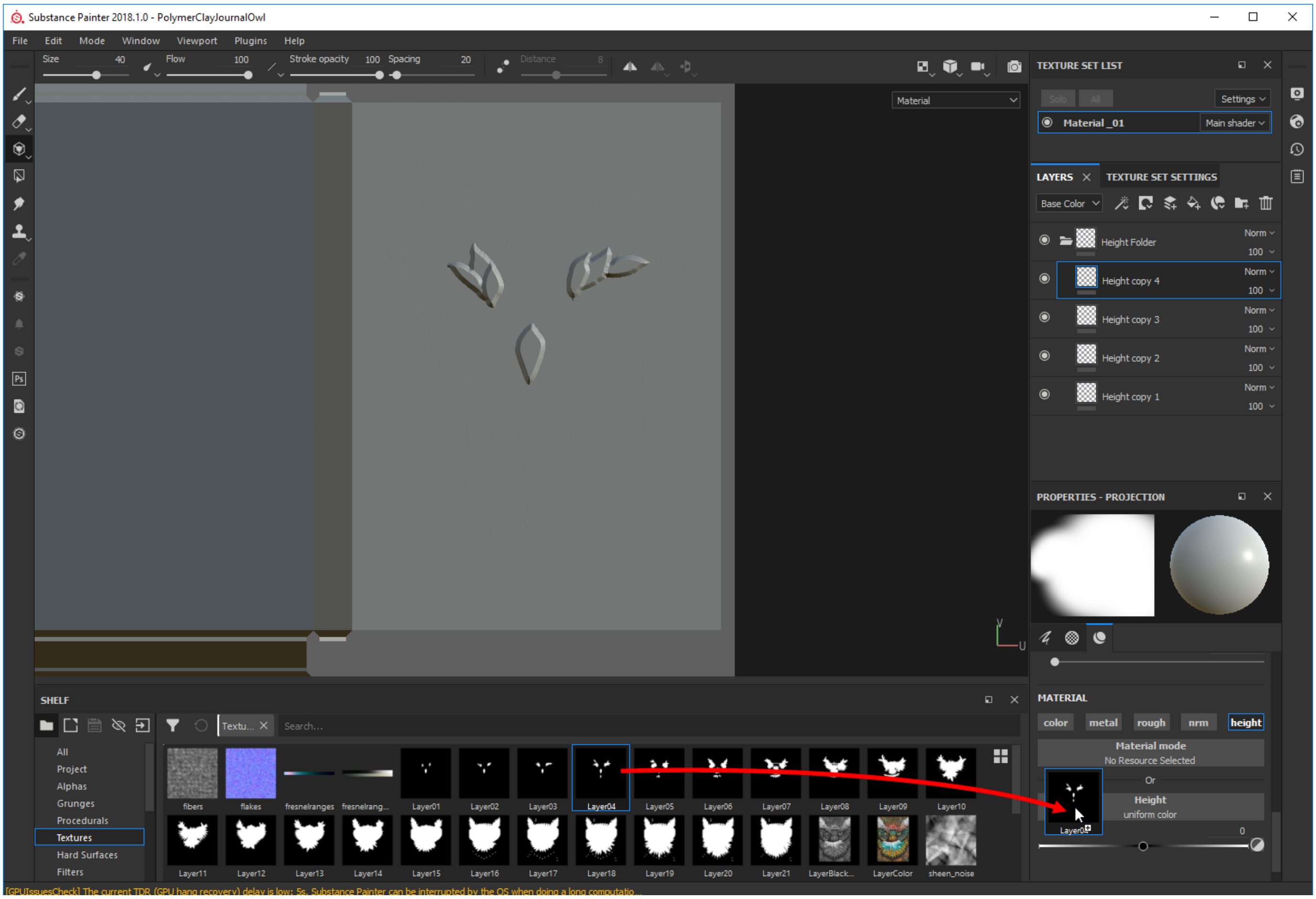
117. Repeat the same step again, duplicate the layer



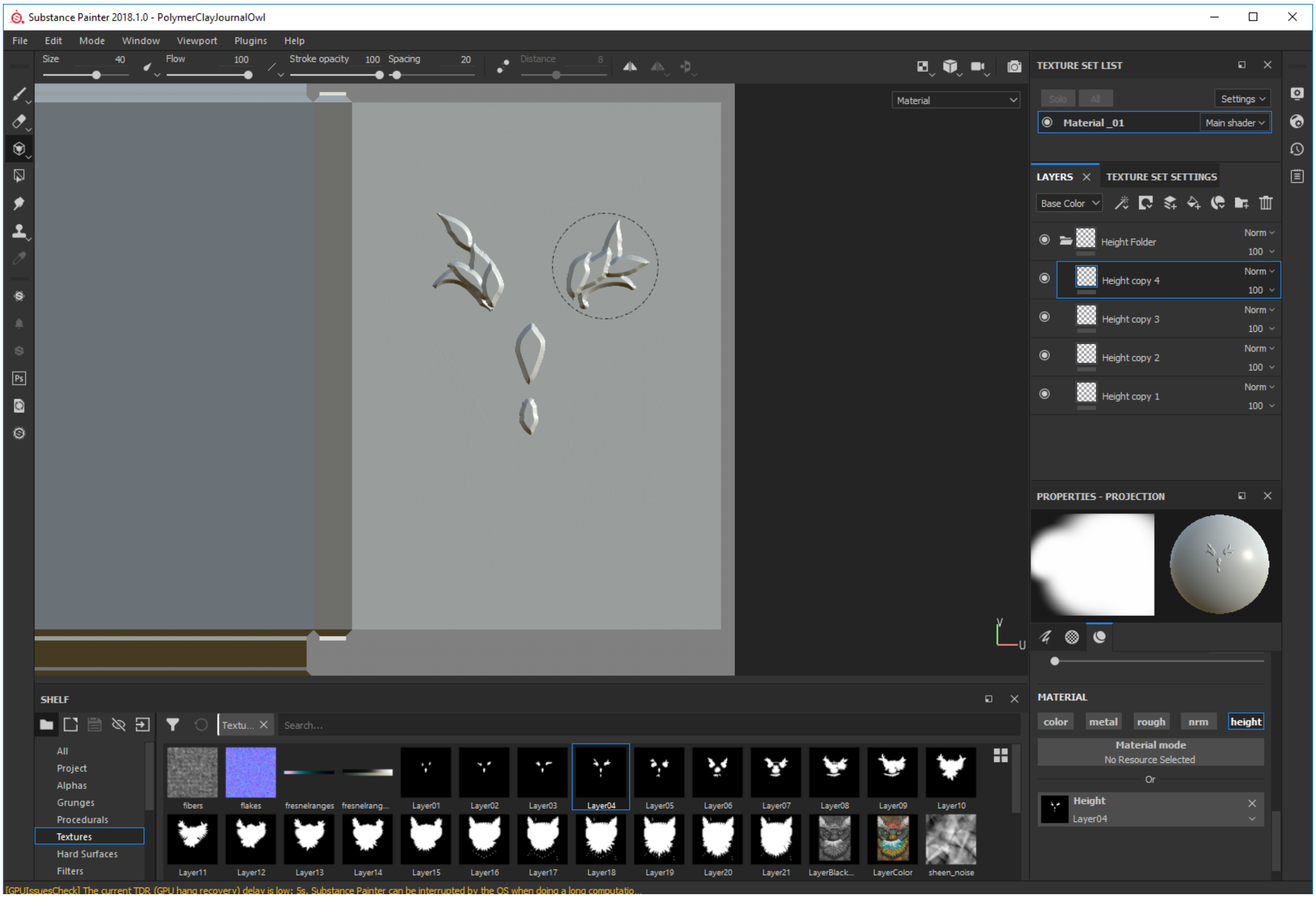
118. After duplicate, you will see Height copy 4, now remove Layer03 in Height



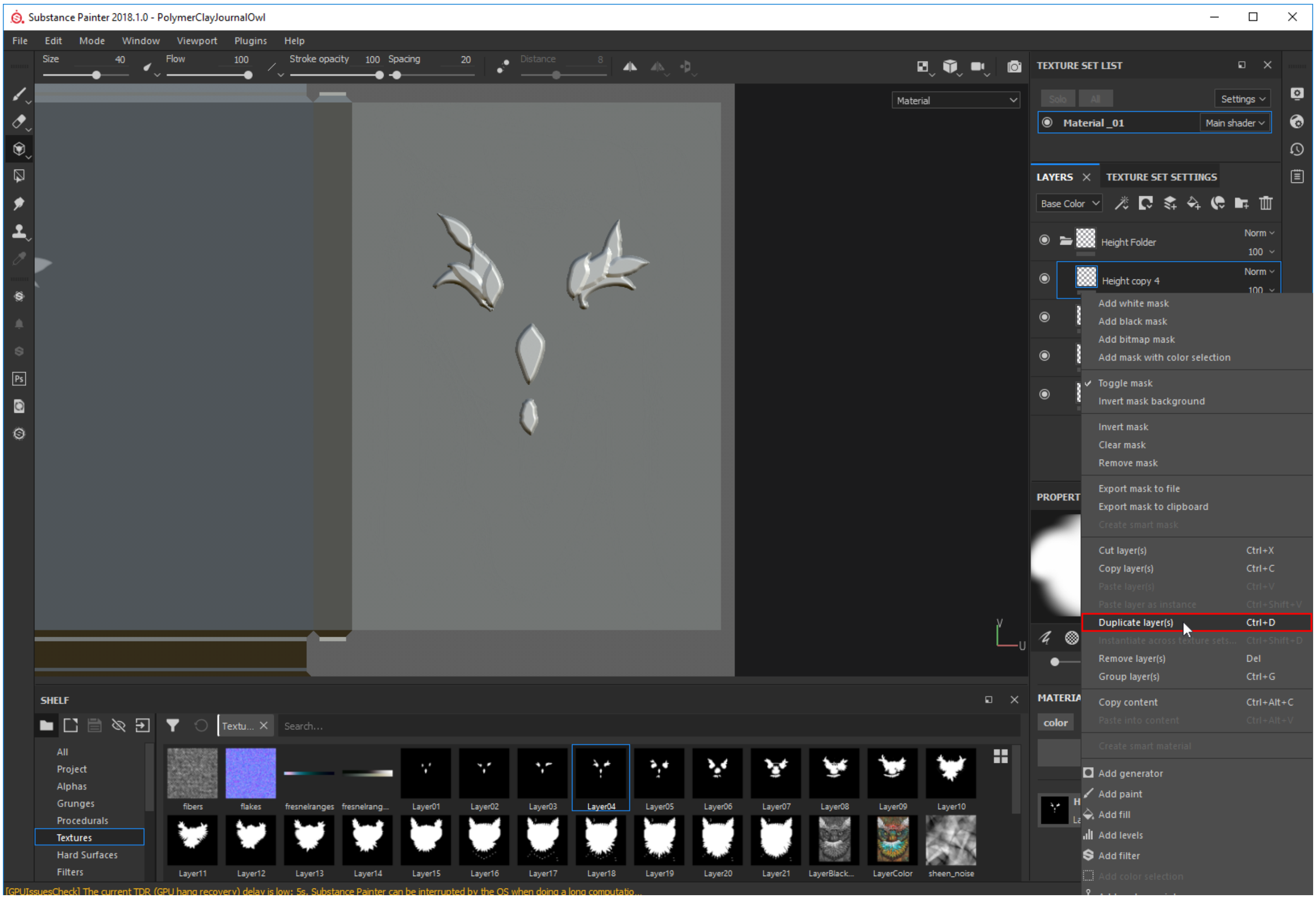
119. Drag Layer04 into Height



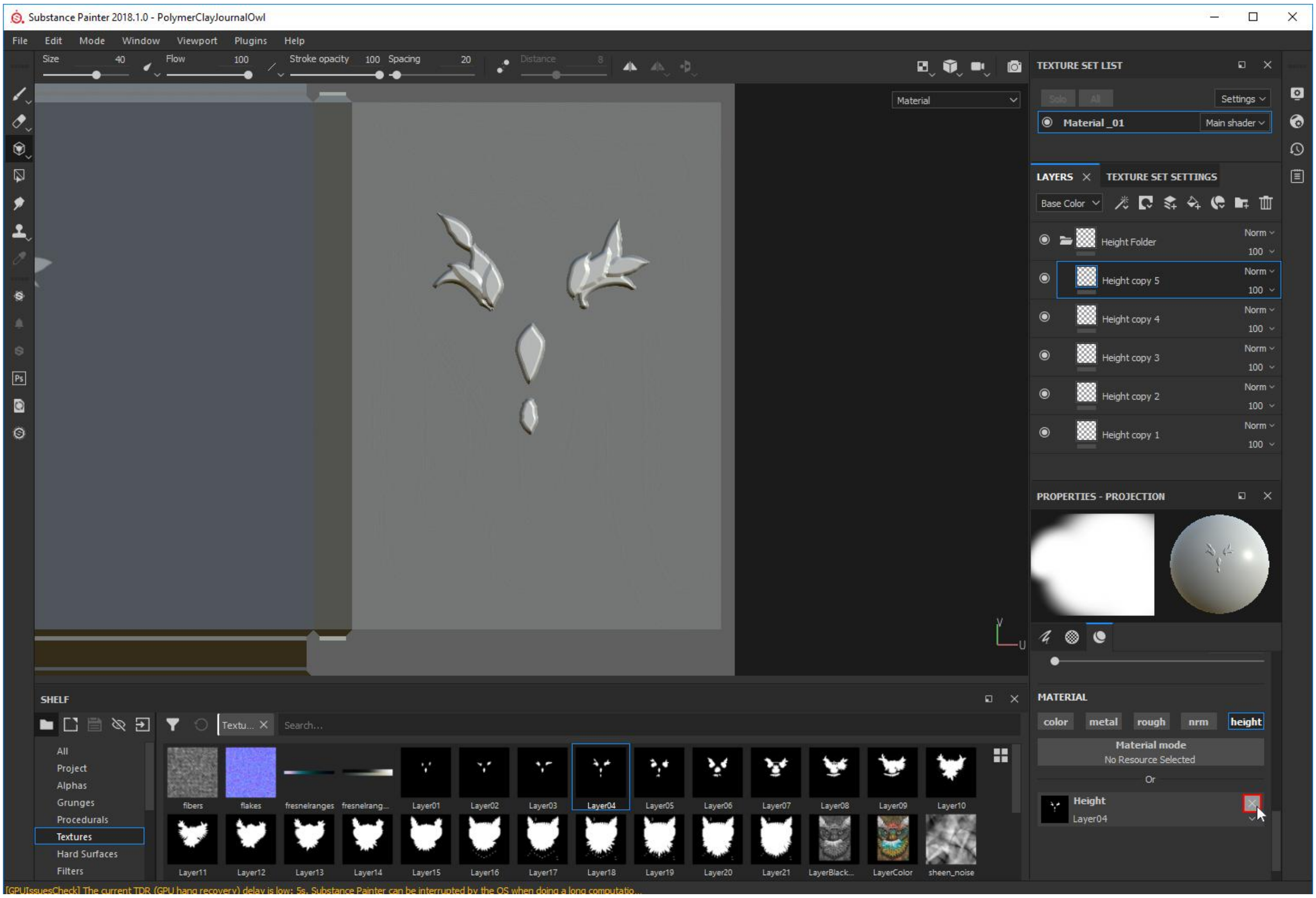
120. After drag Layer04 into height, you can paint it on uv



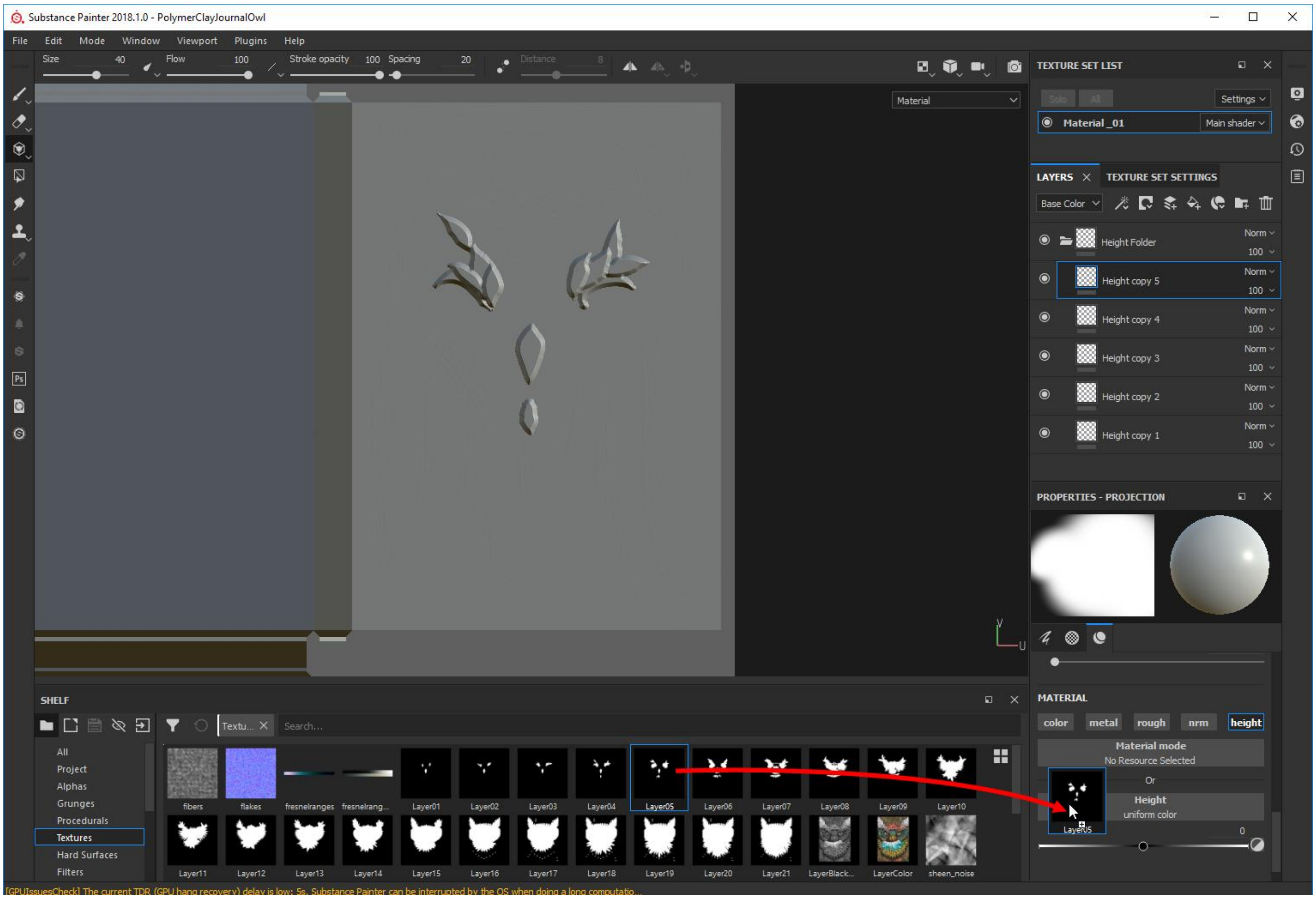
121. Repeat the same step again, duplicate the layer



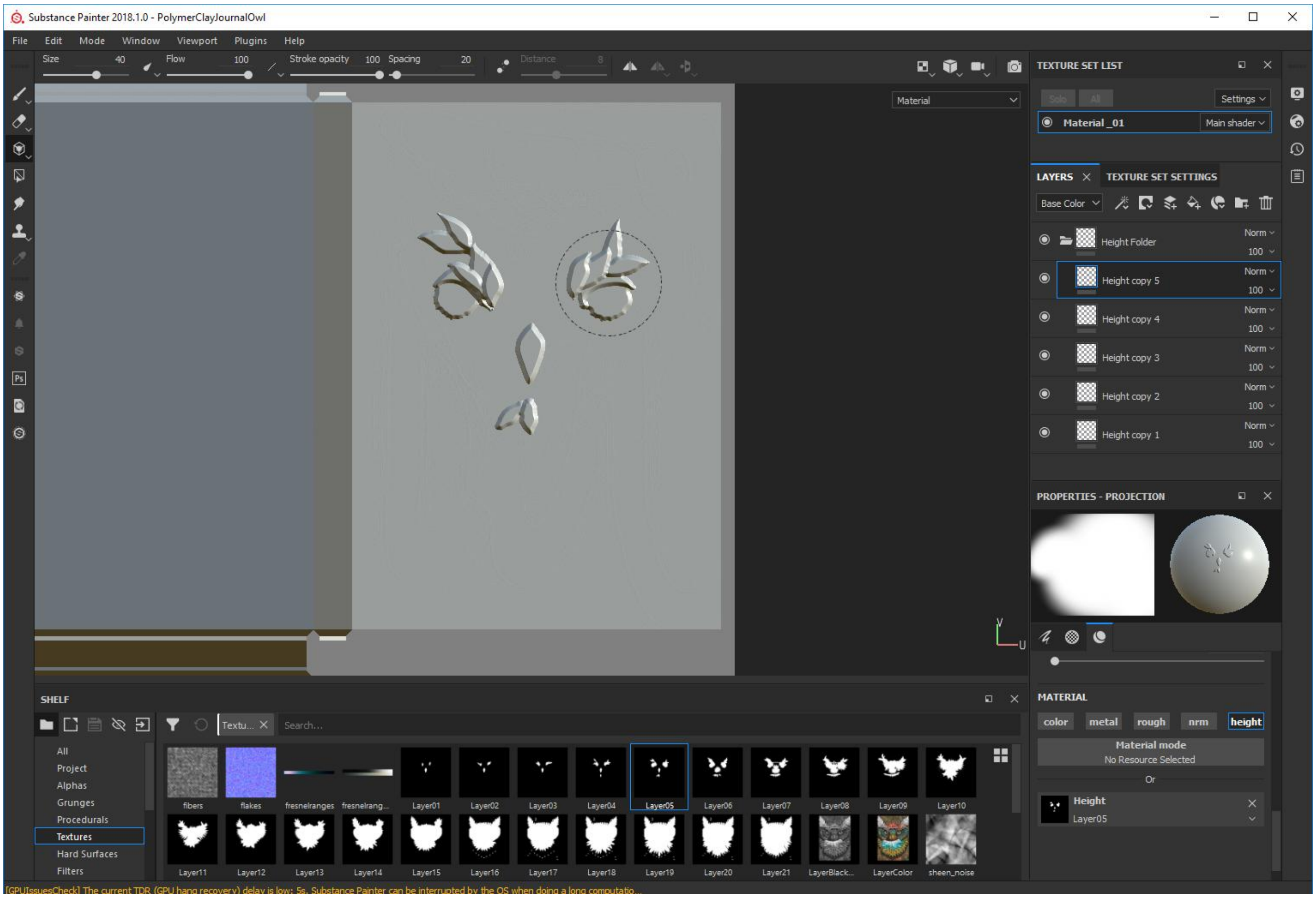
122. After duplicate, you will see Height copy 5, now remove Layer04 in Height



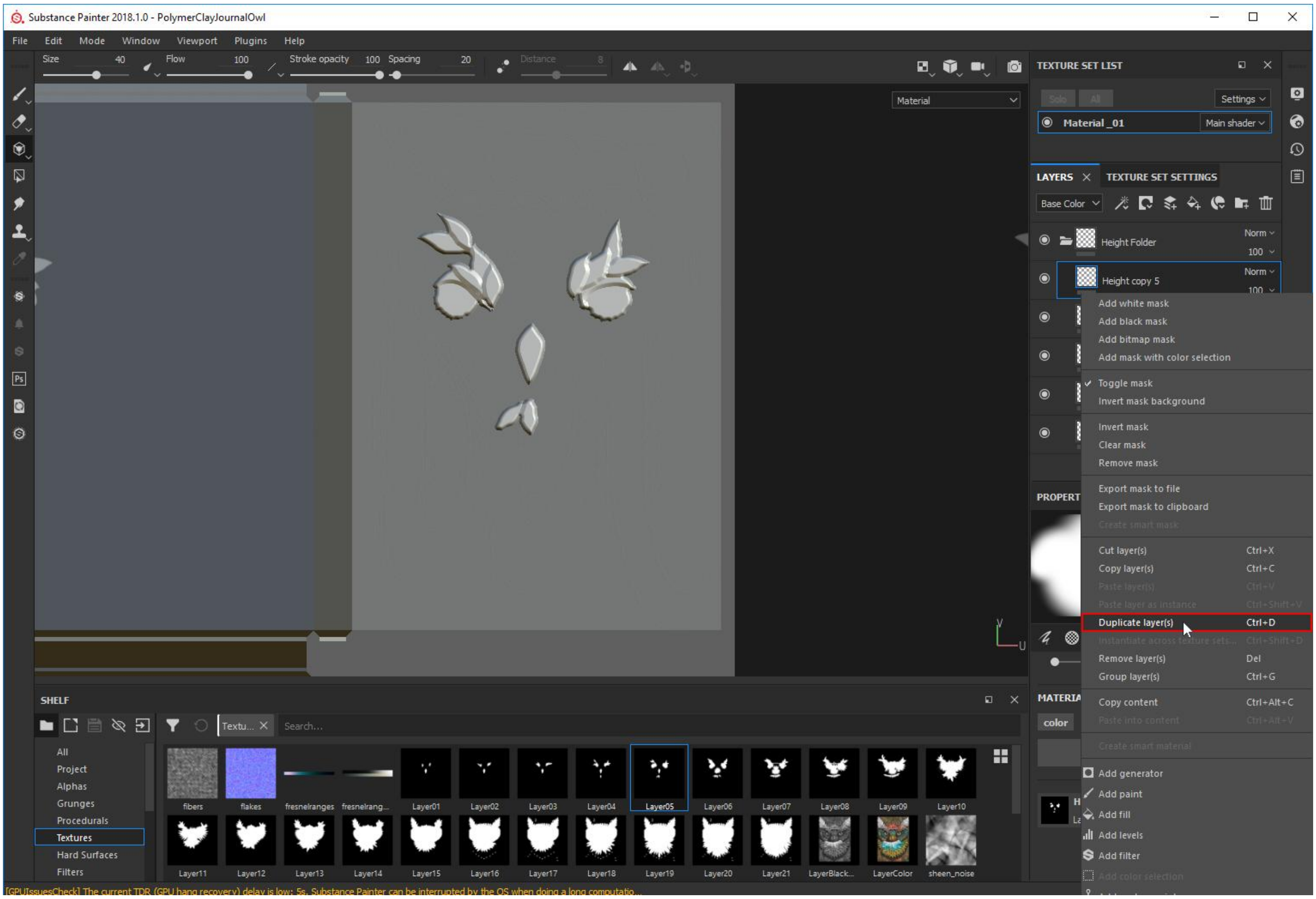
123. Drag Layer05 into Height



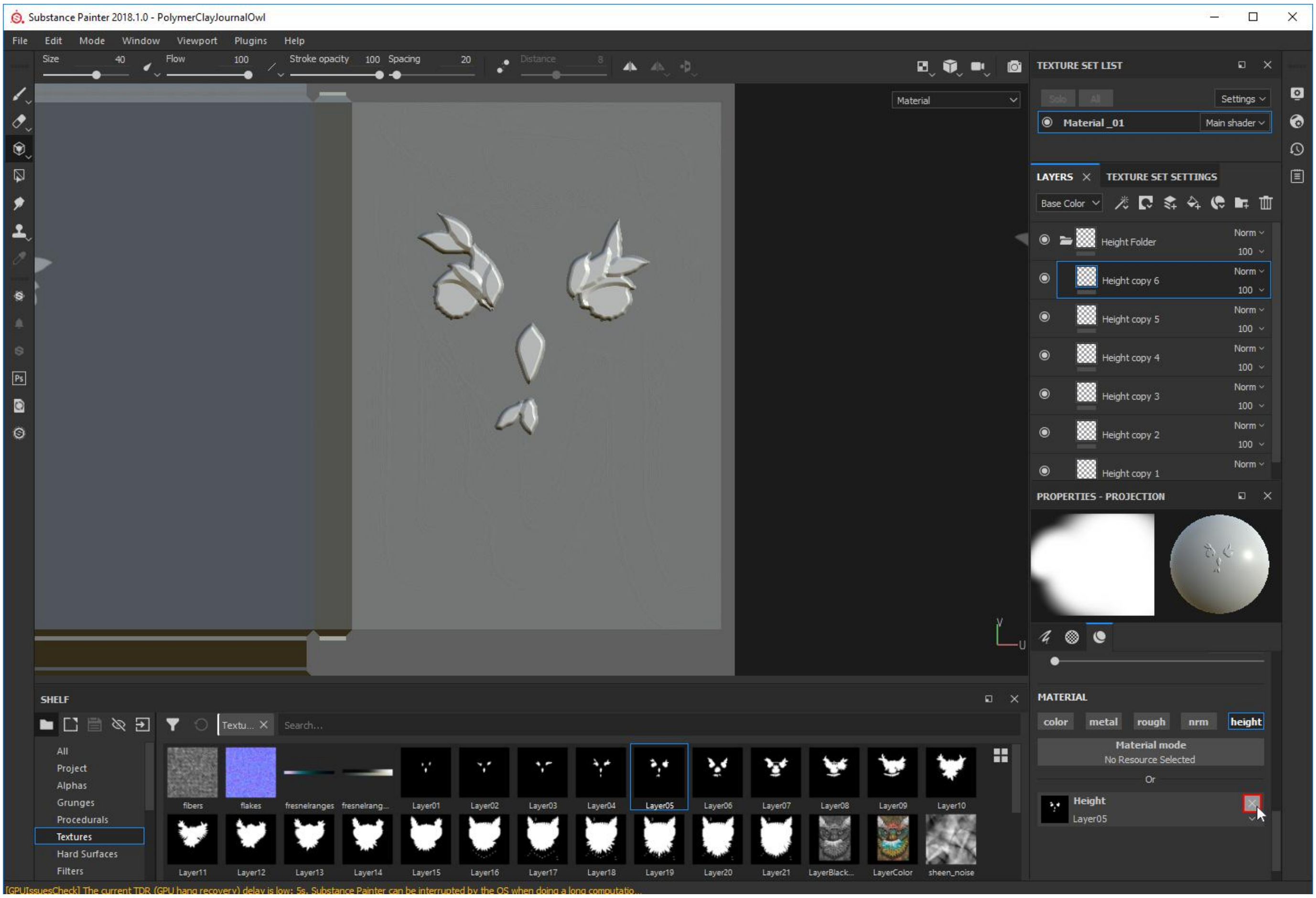
124. After drag Layer05 into height, you can paint it on uv



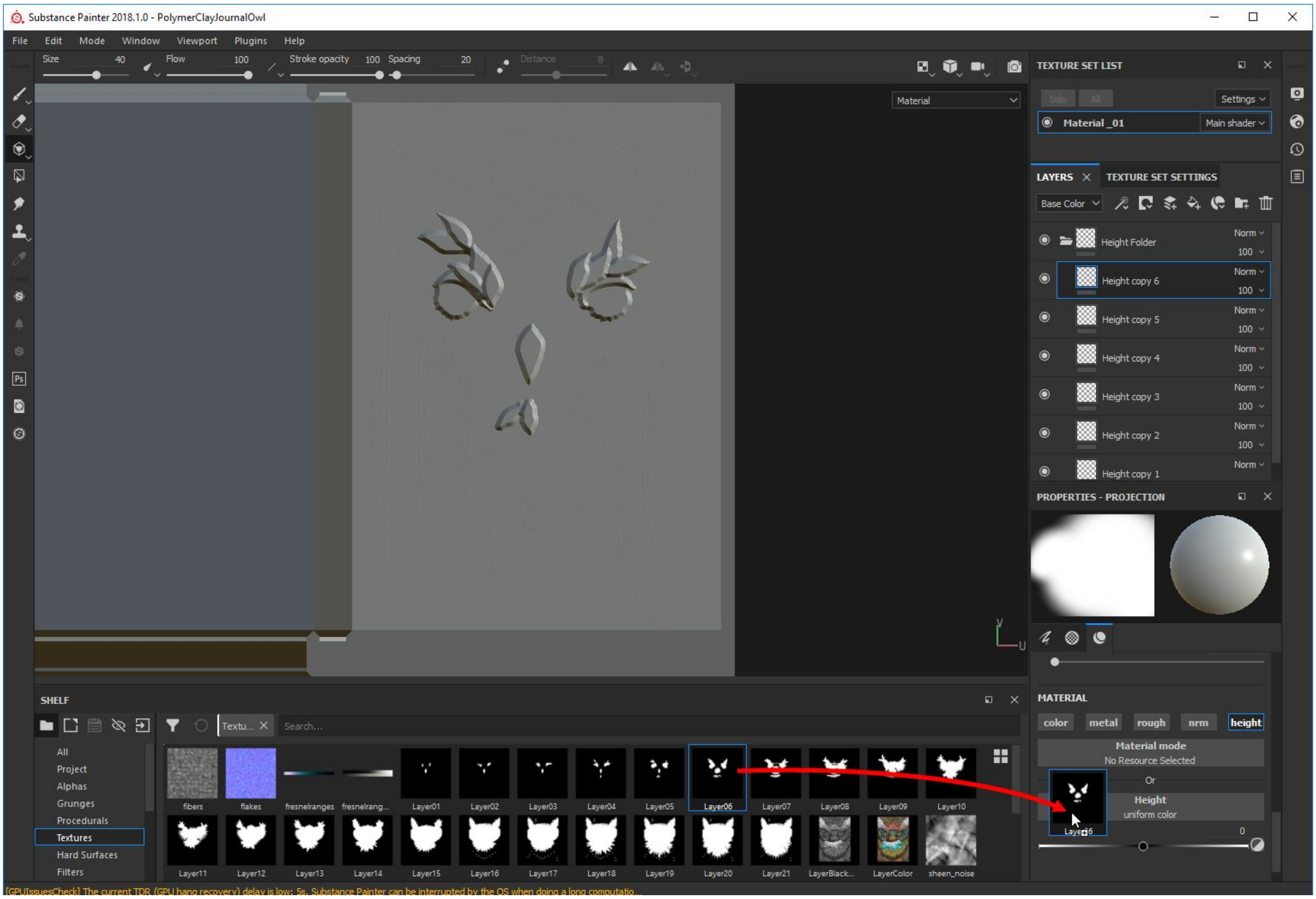
125. Repeat the same step again, duplicate the layer



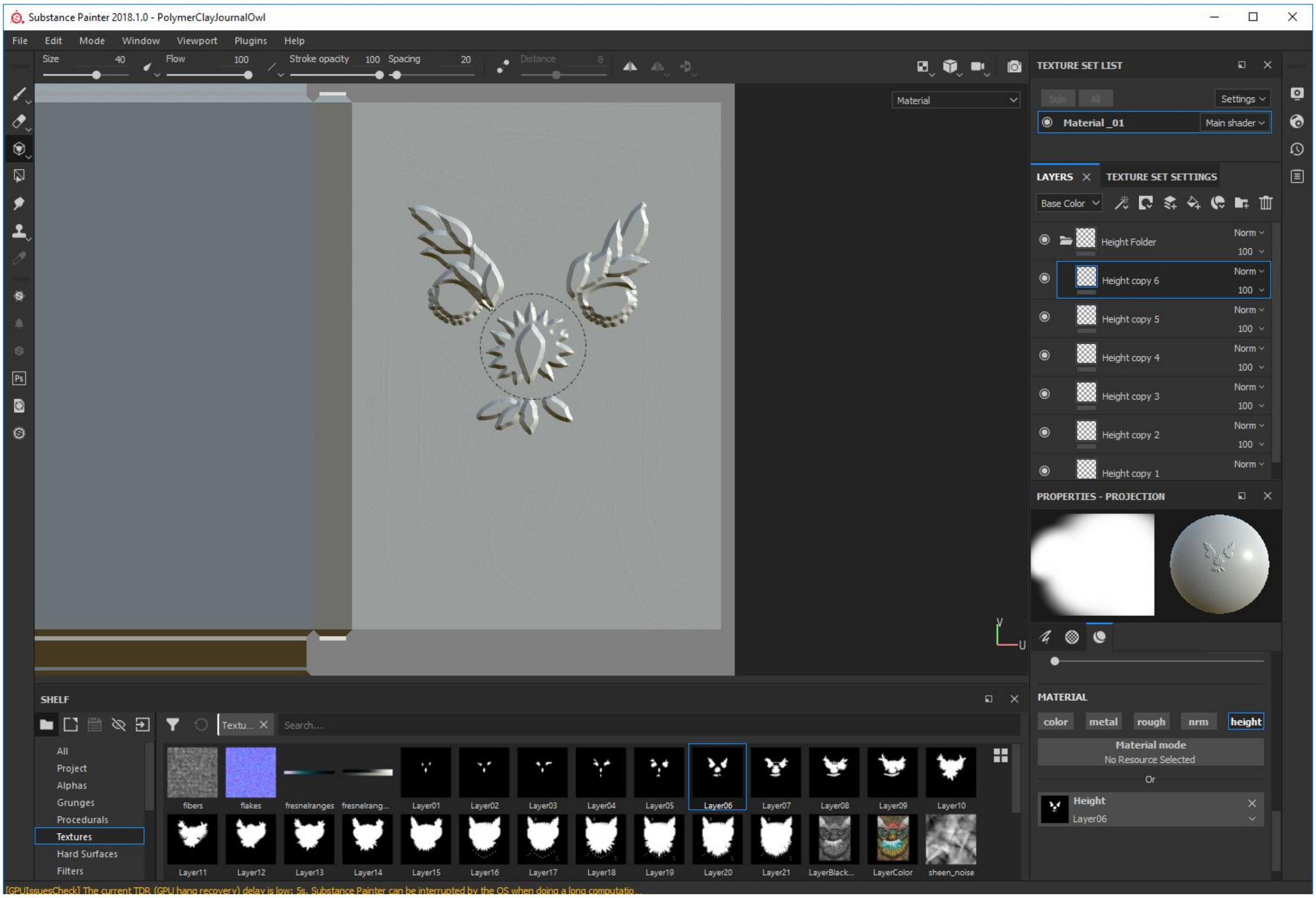
126. After duplicate, you will see Height copy 6, now remove Layer05 in Height



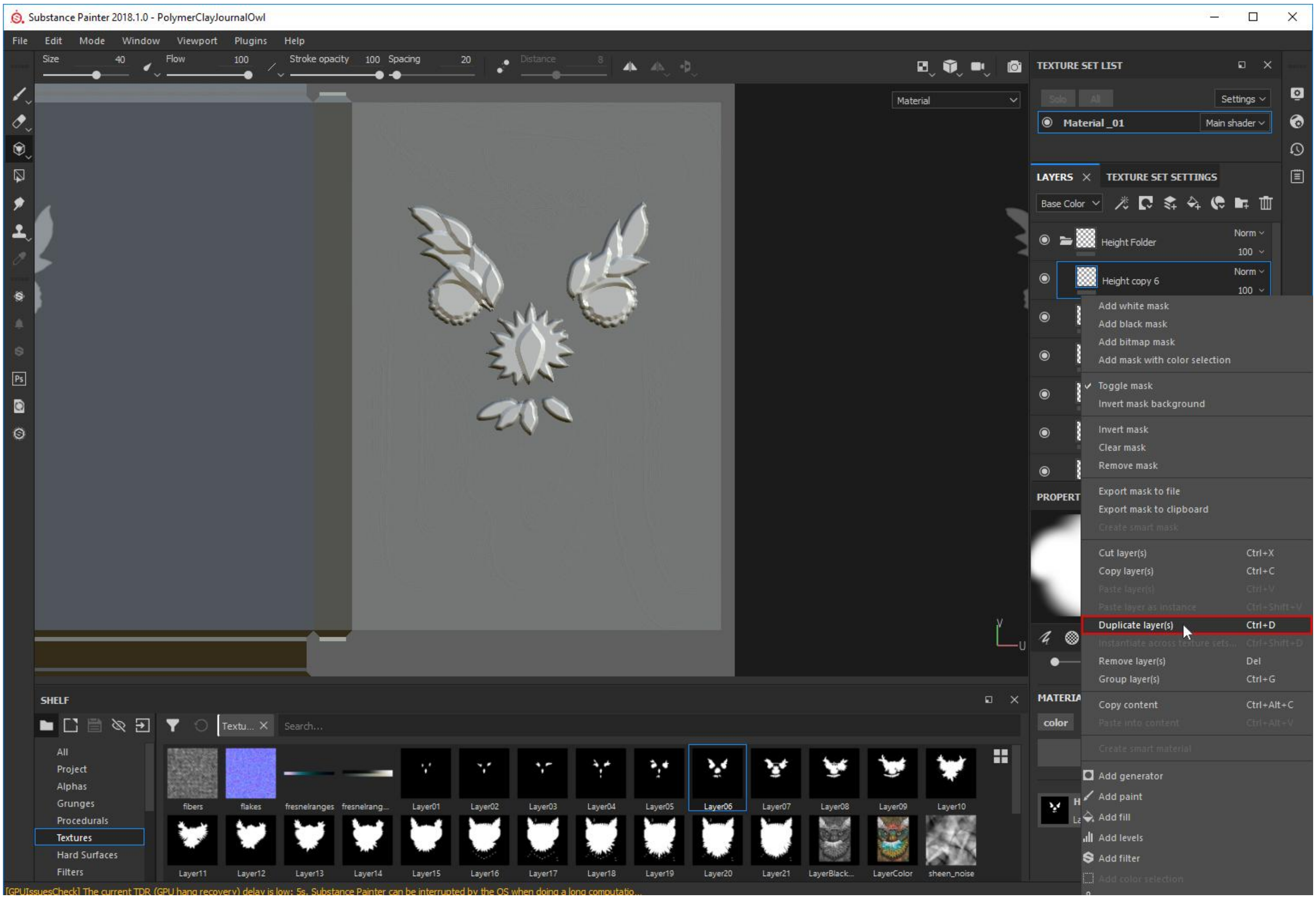
127. Drag Layer06 into Height



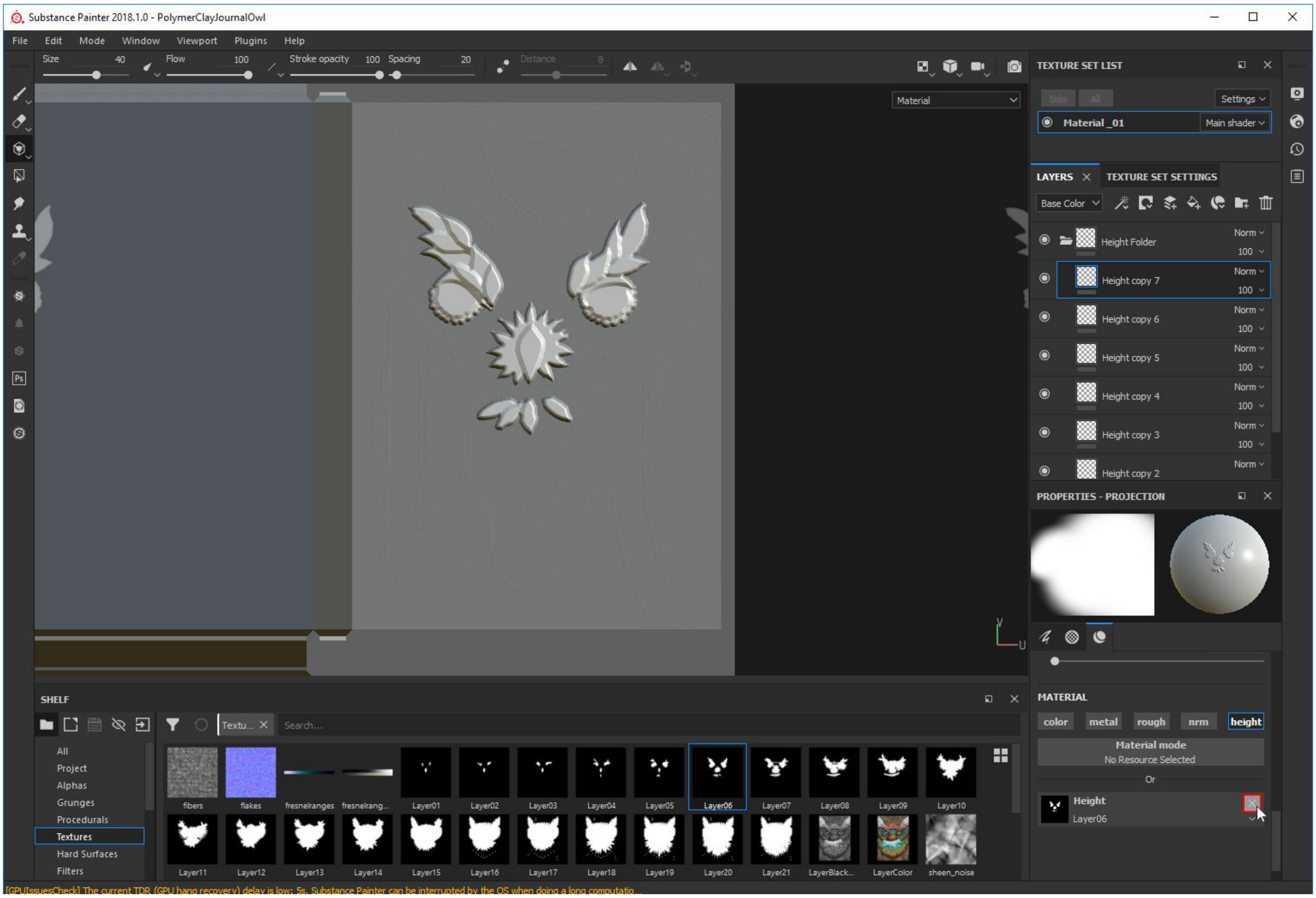
128. After drag Layer06 into height, you can paint it on uv 028d



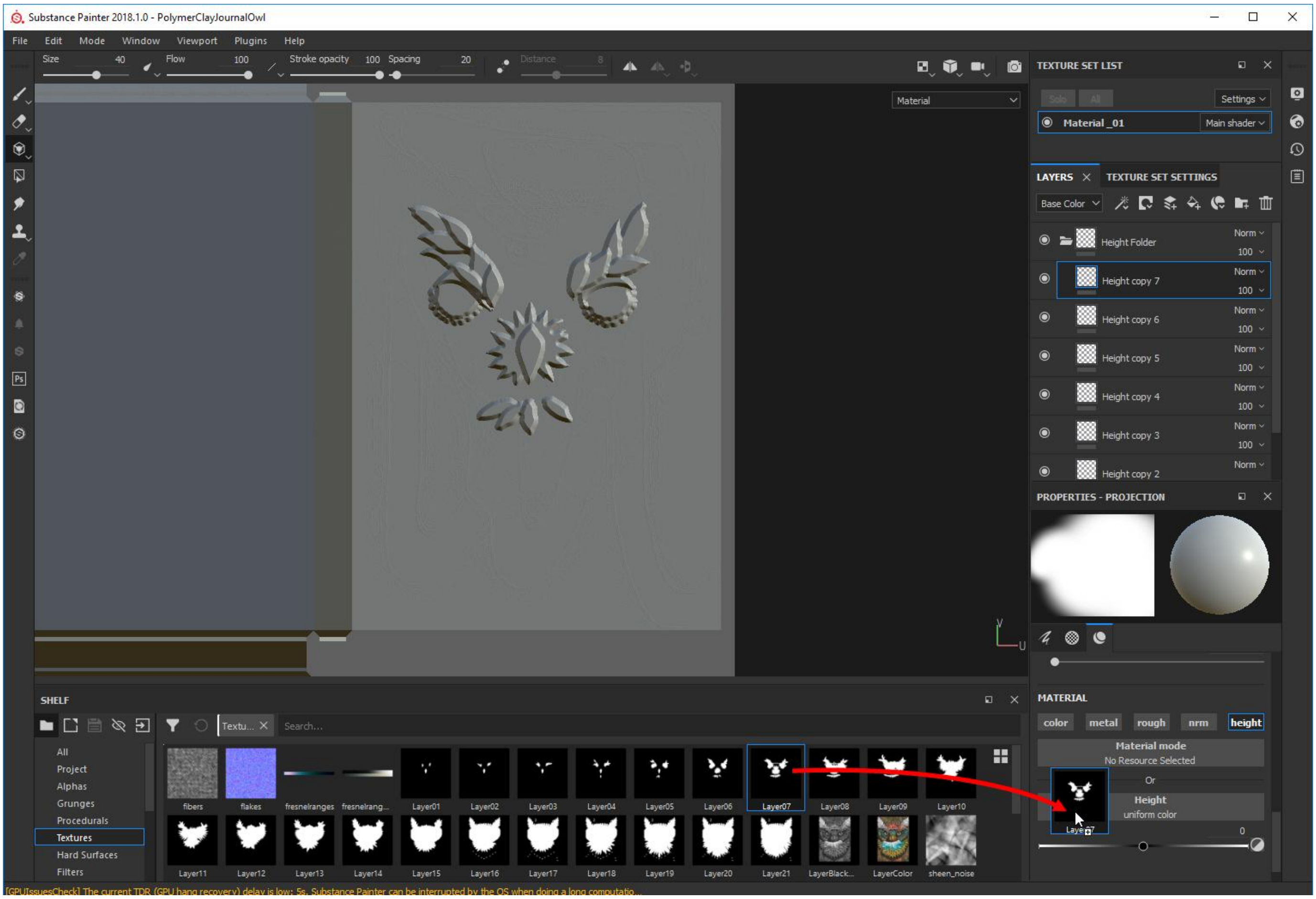
129. Repeat the same step again, duplicate the layer



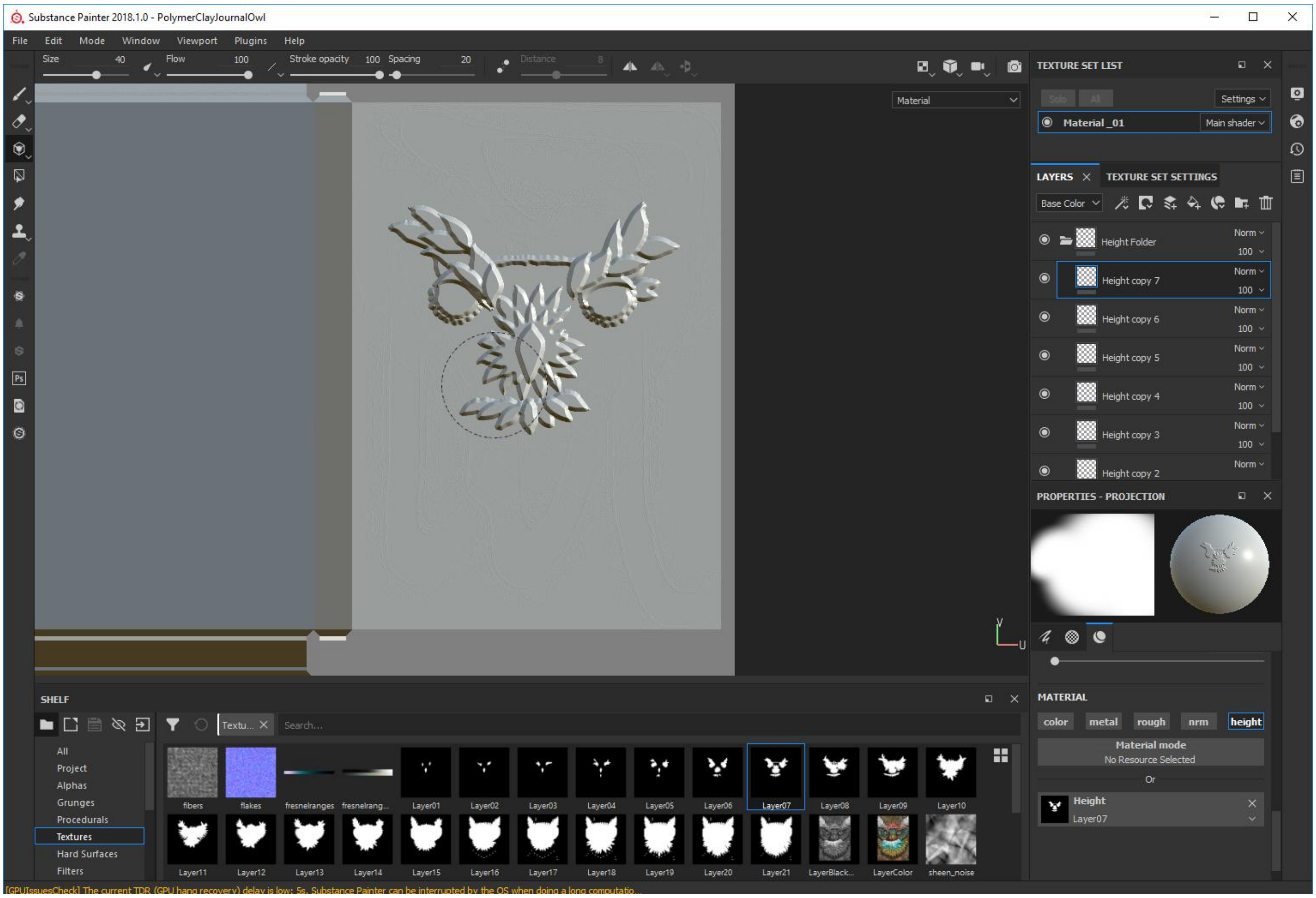
130. After duplicate, you will see Height copy 7, now remove Layer06 in Height



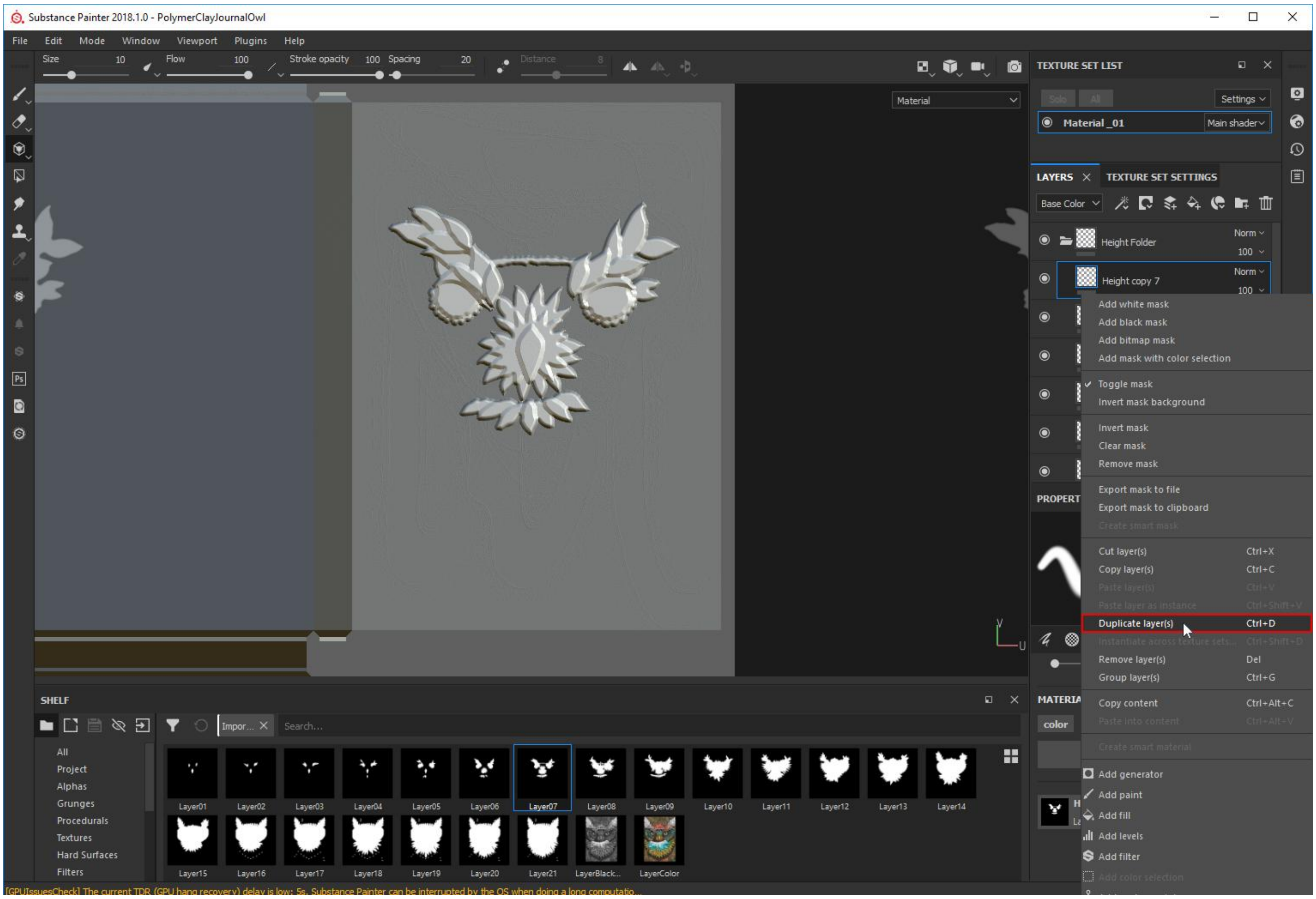
131. Drag Layer07 into Height



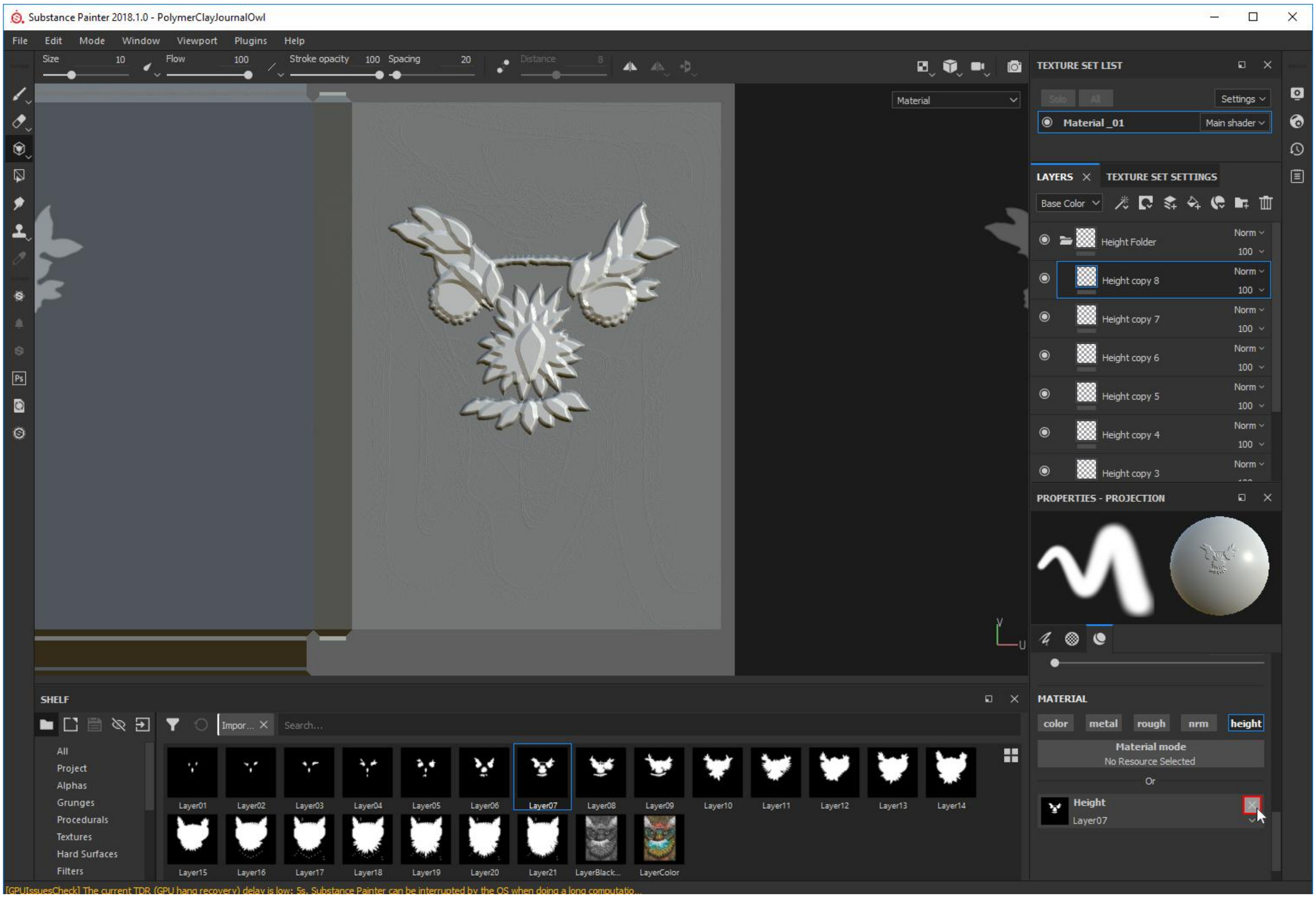
132. After drag Layer07 into height, you can paint it on uv



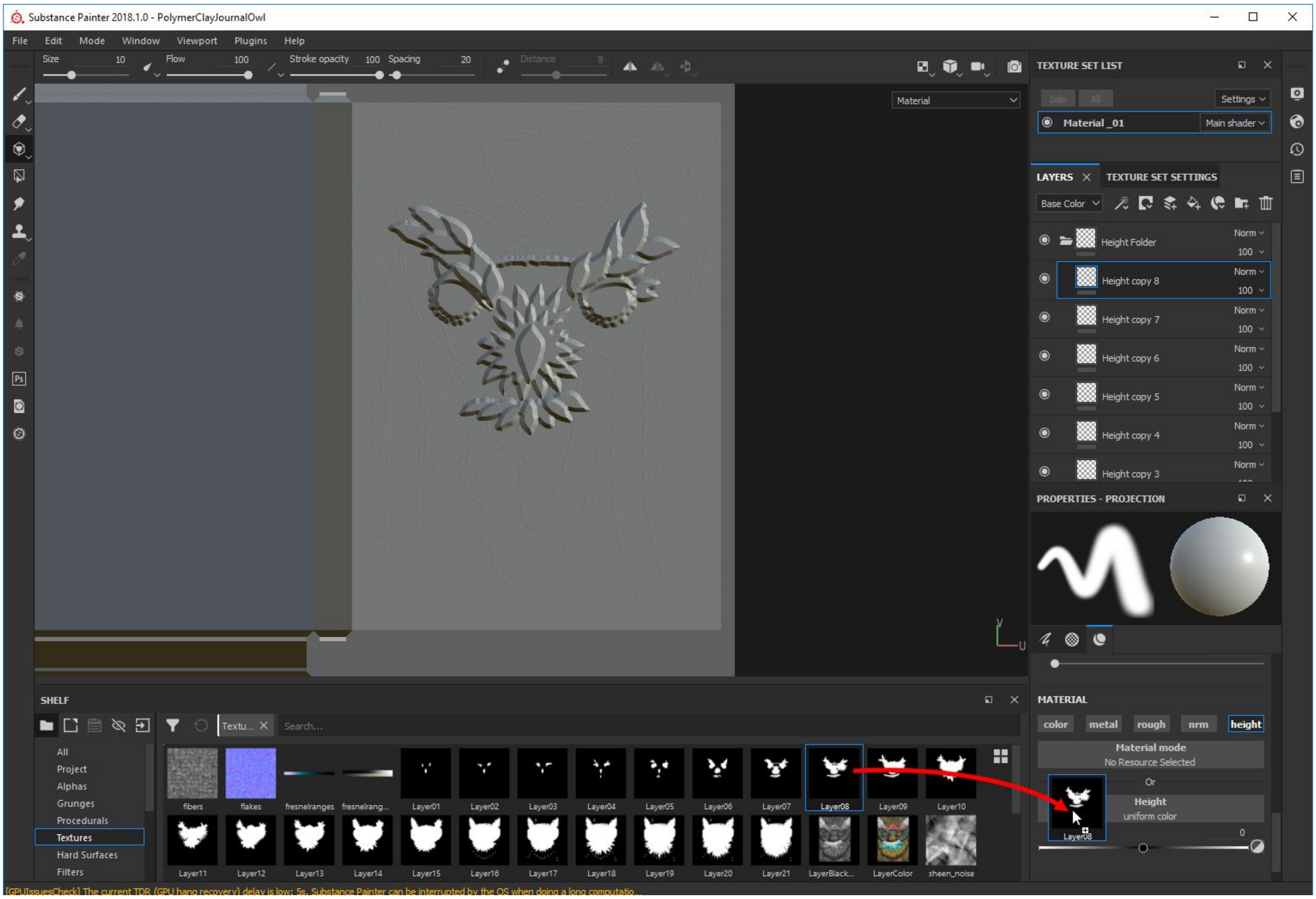
133. Repeat the same step again, duplicate the layer



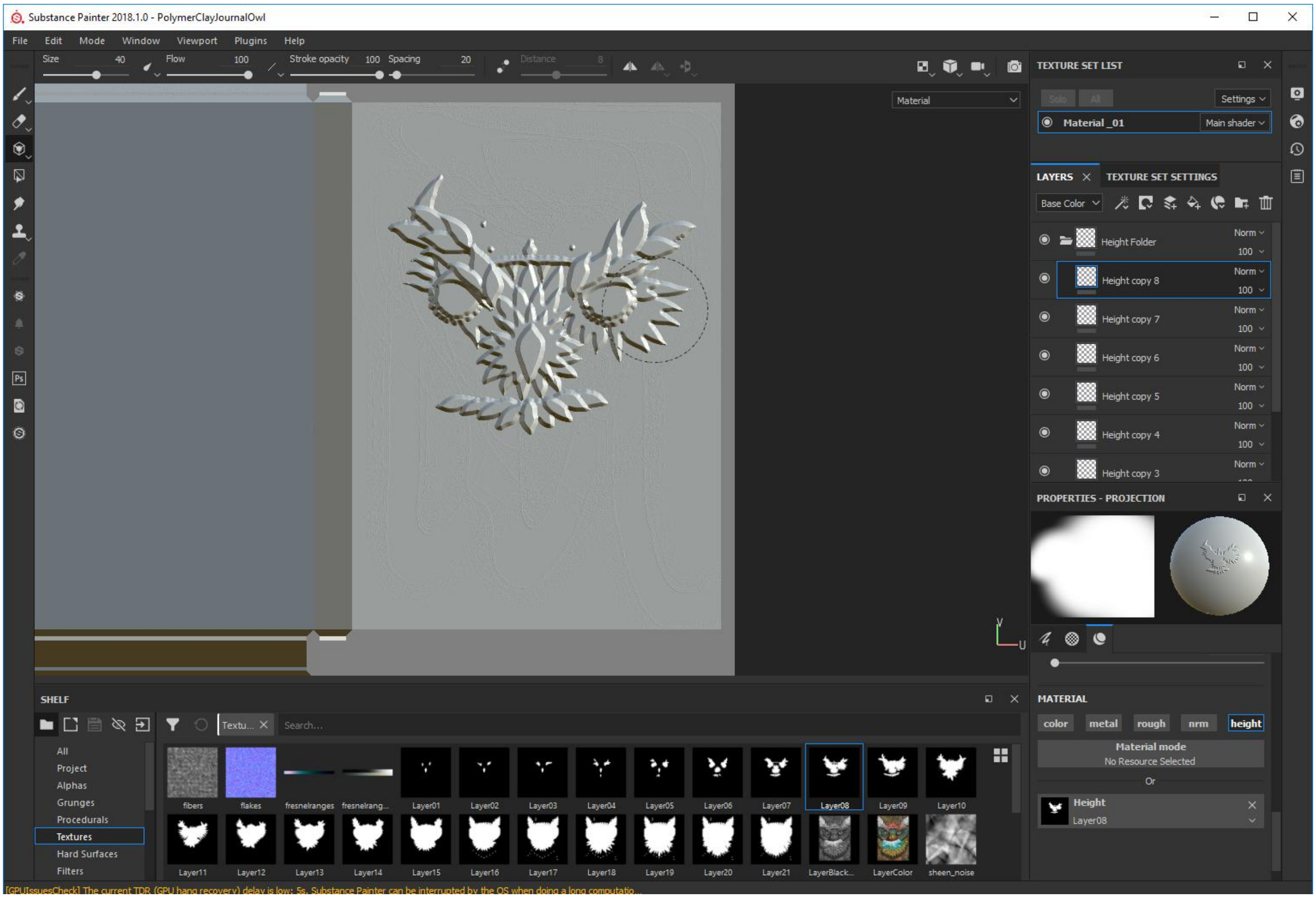
134. After duplicate, you will see Height copy 8, now remove Layer07 in Height



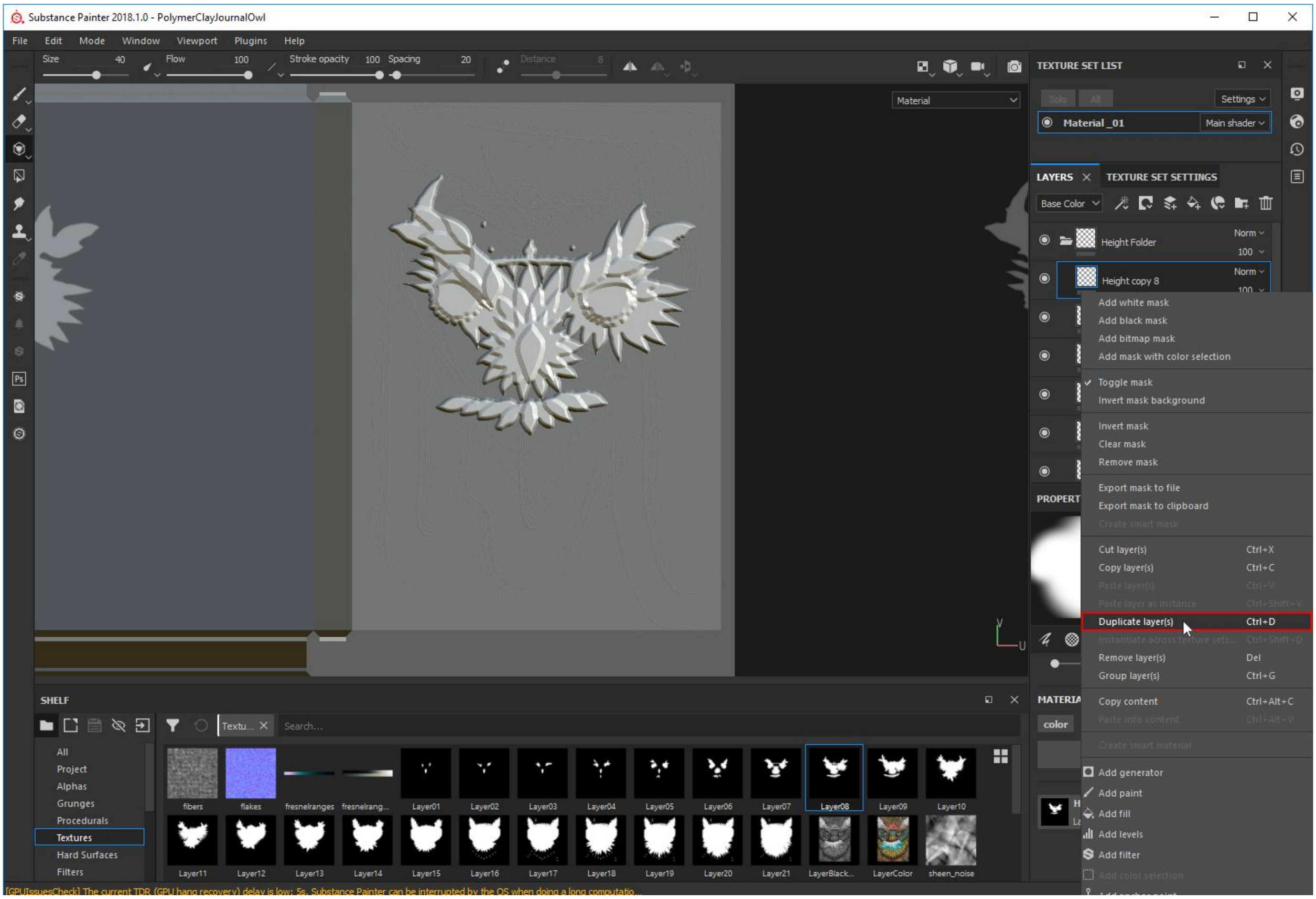
135. Drag Layer08 into Height



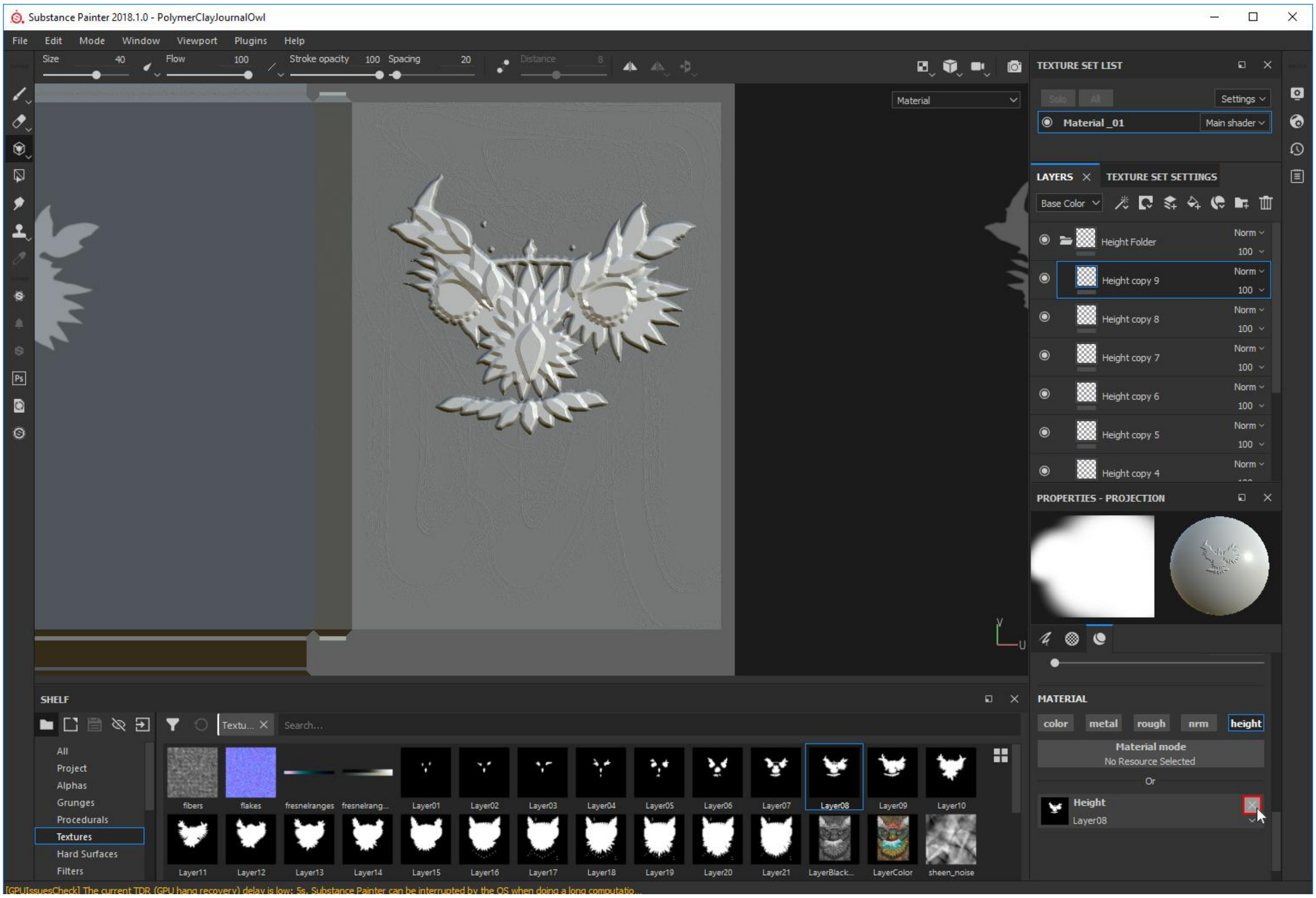
136. After drag Layer08 into height, you can paint it on uv



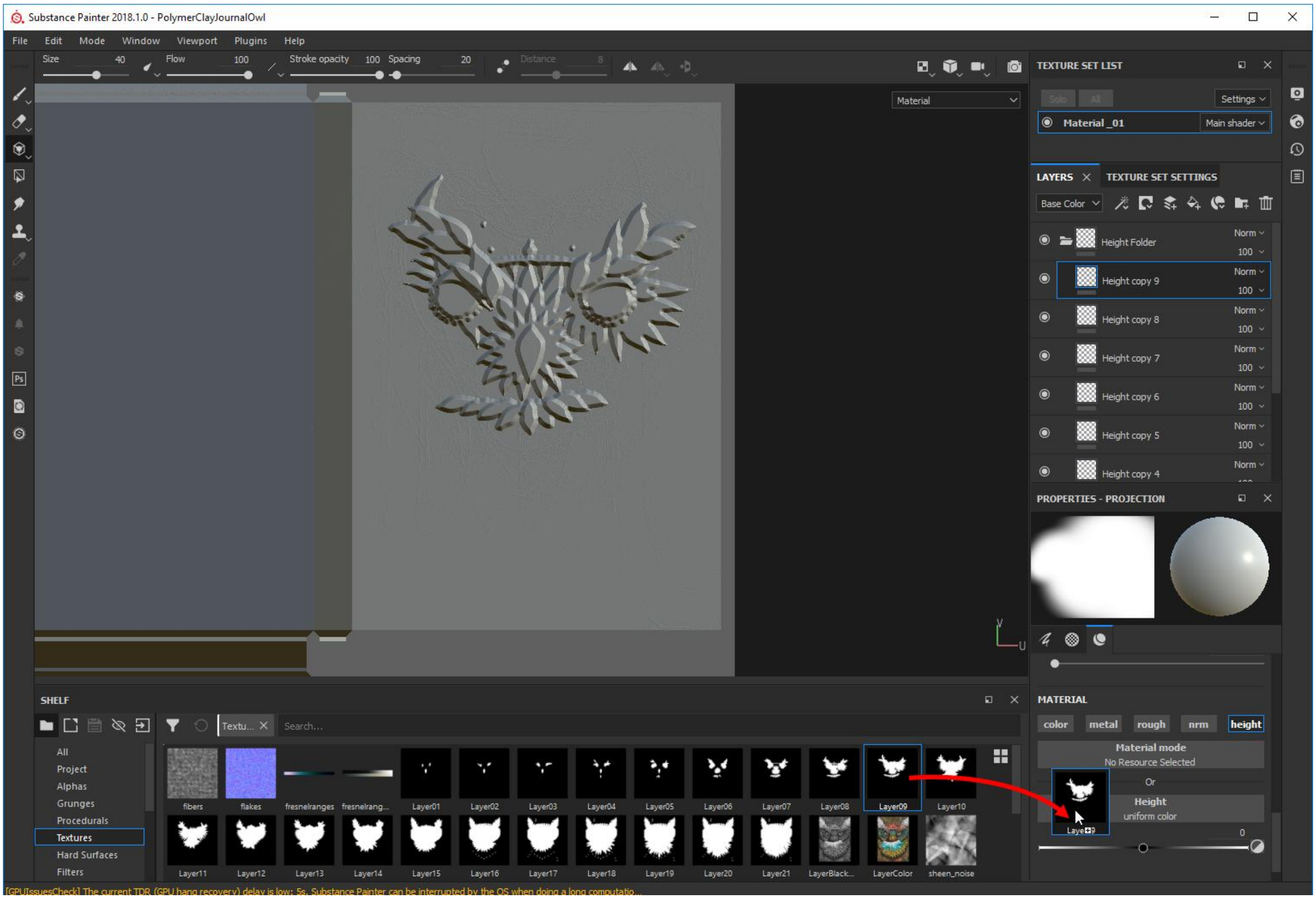
137. Repeat the same step again, duplicate the layer



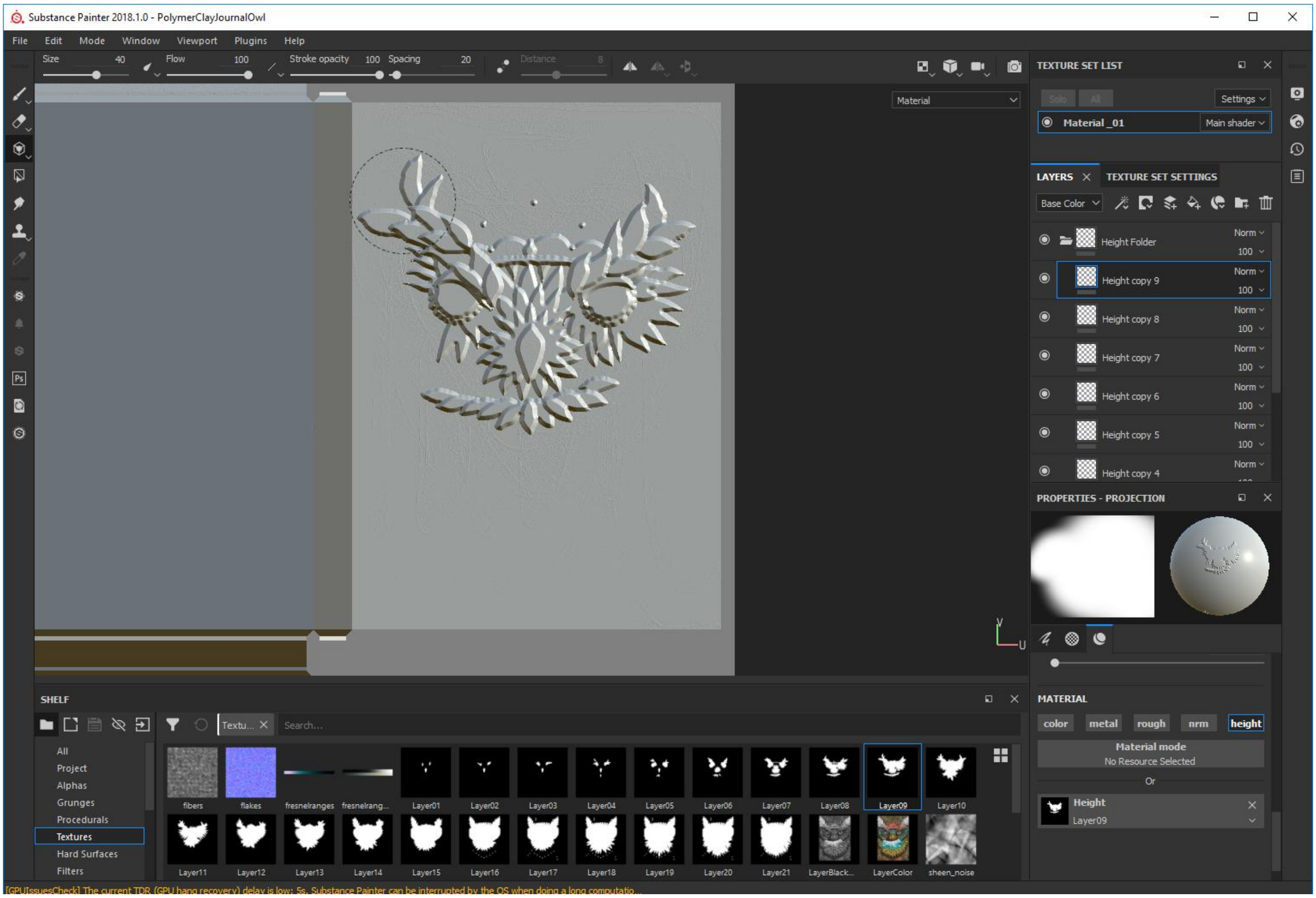
138. After duplicate, you will see Height copy 9, now remove Layer08 in Height



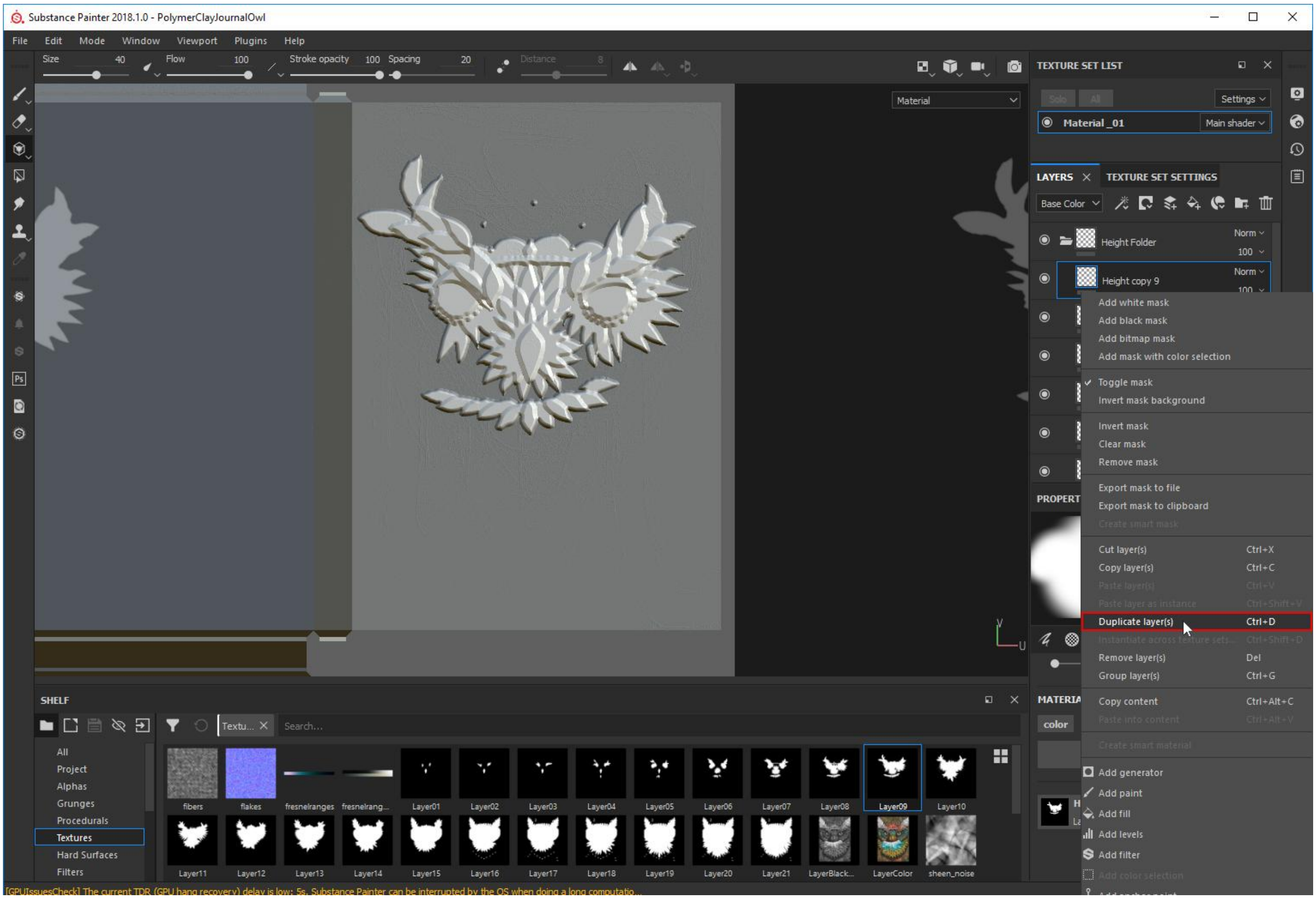
139. Drag Layer09 into Height



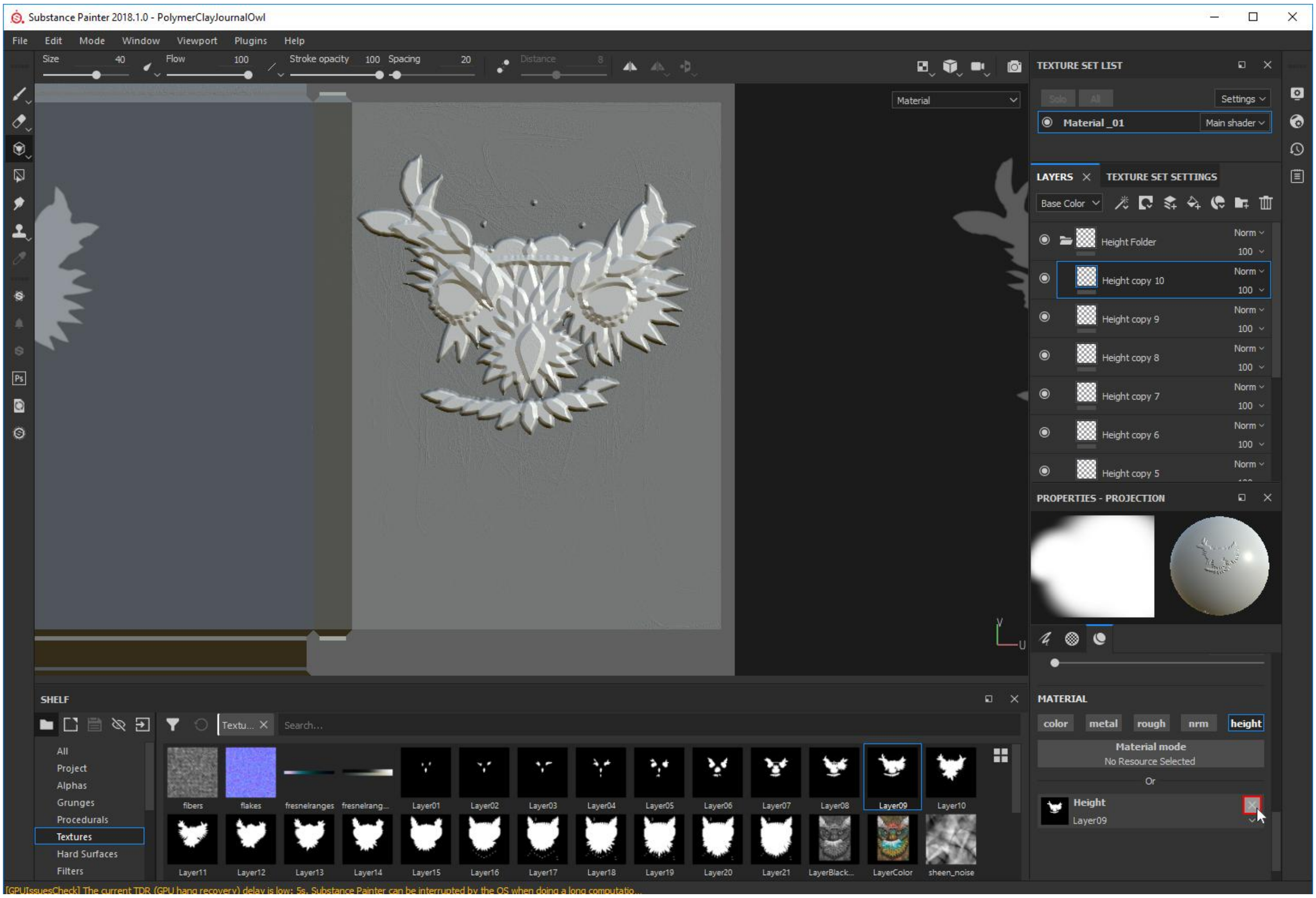
140. After drag Layer09 into height, you can paint it on uv



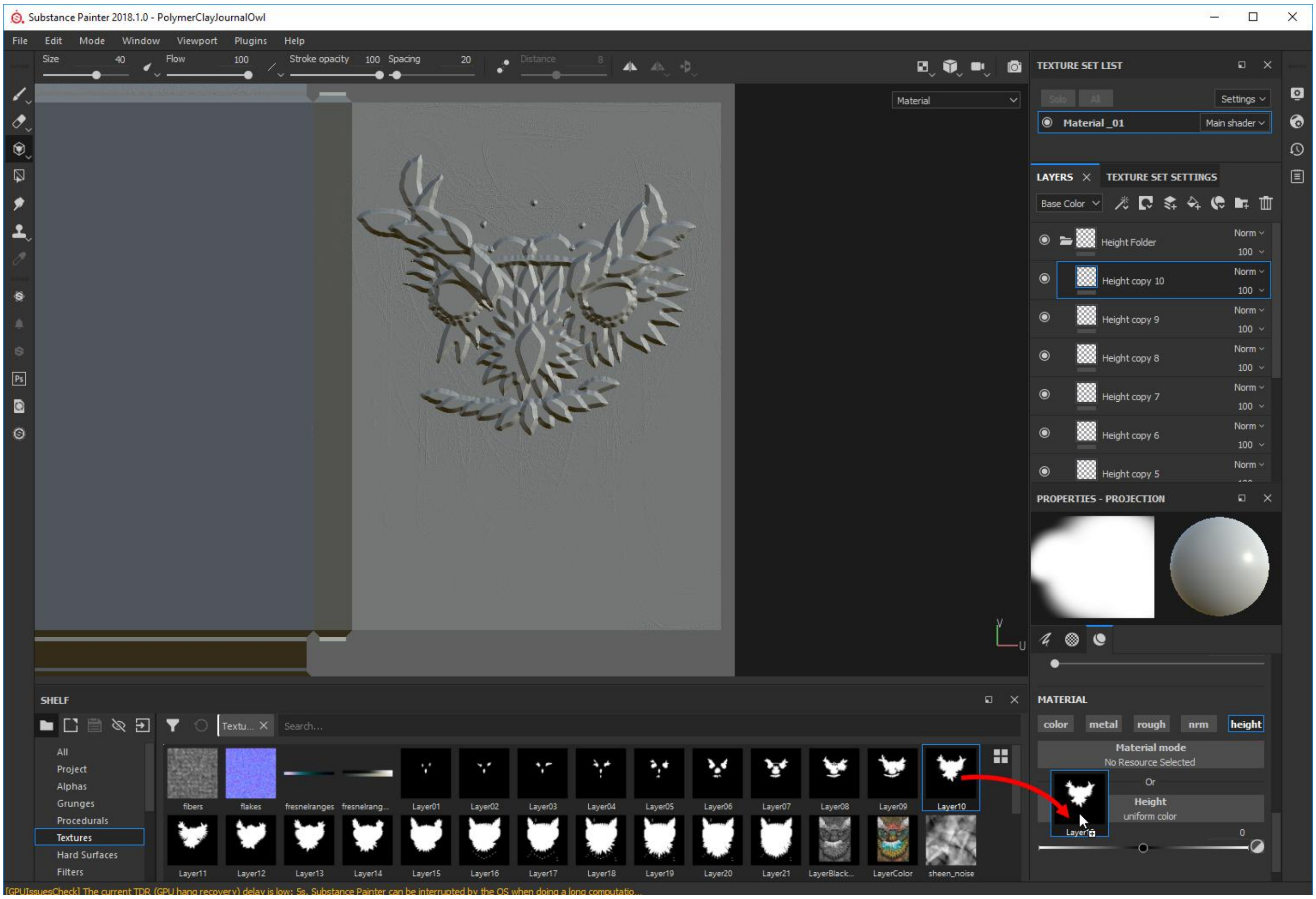
141. Repeat the same step again, duplicate the layer



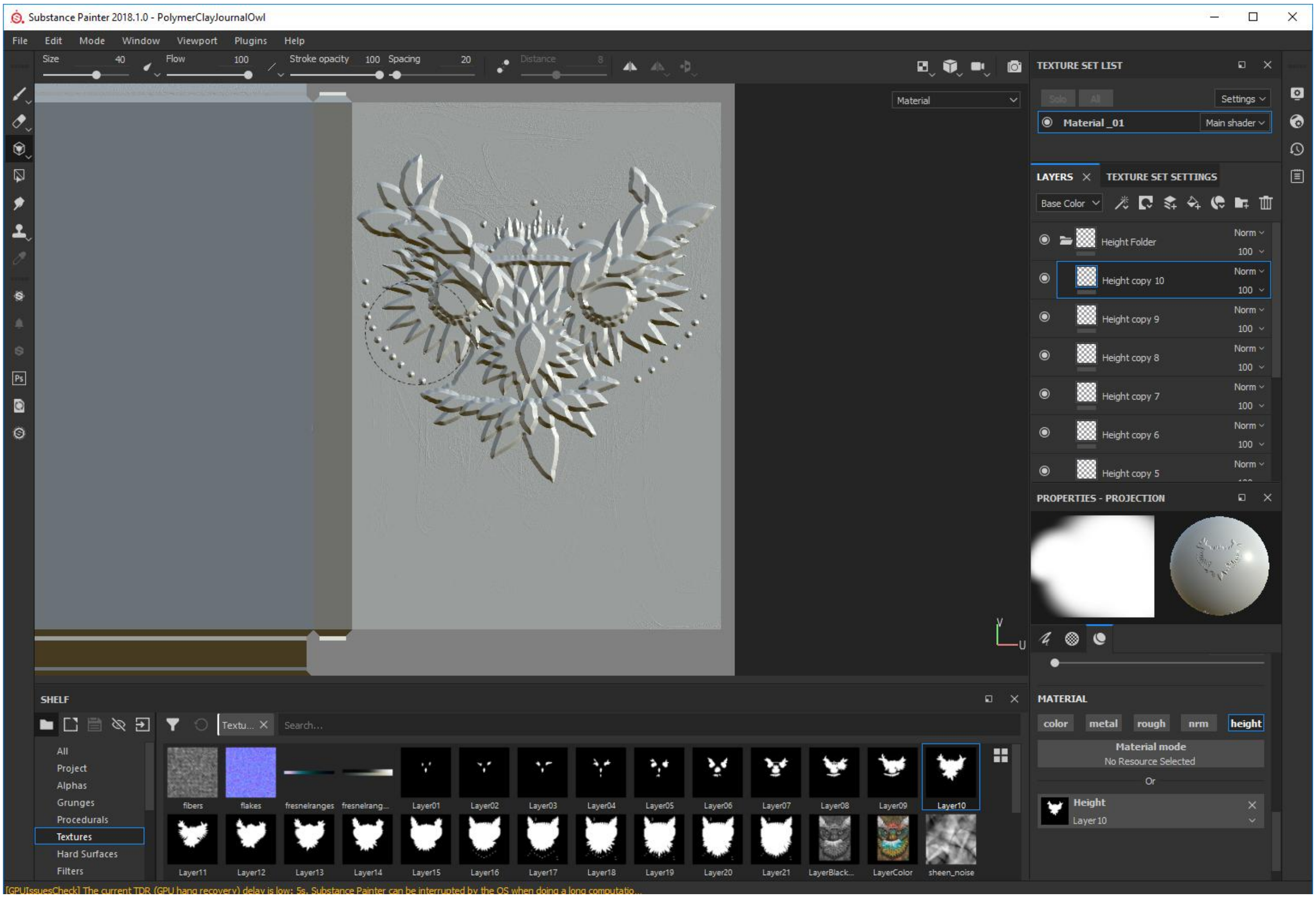
142. After duplicate, you will see Height copy 10, now remove Layer09 in Height



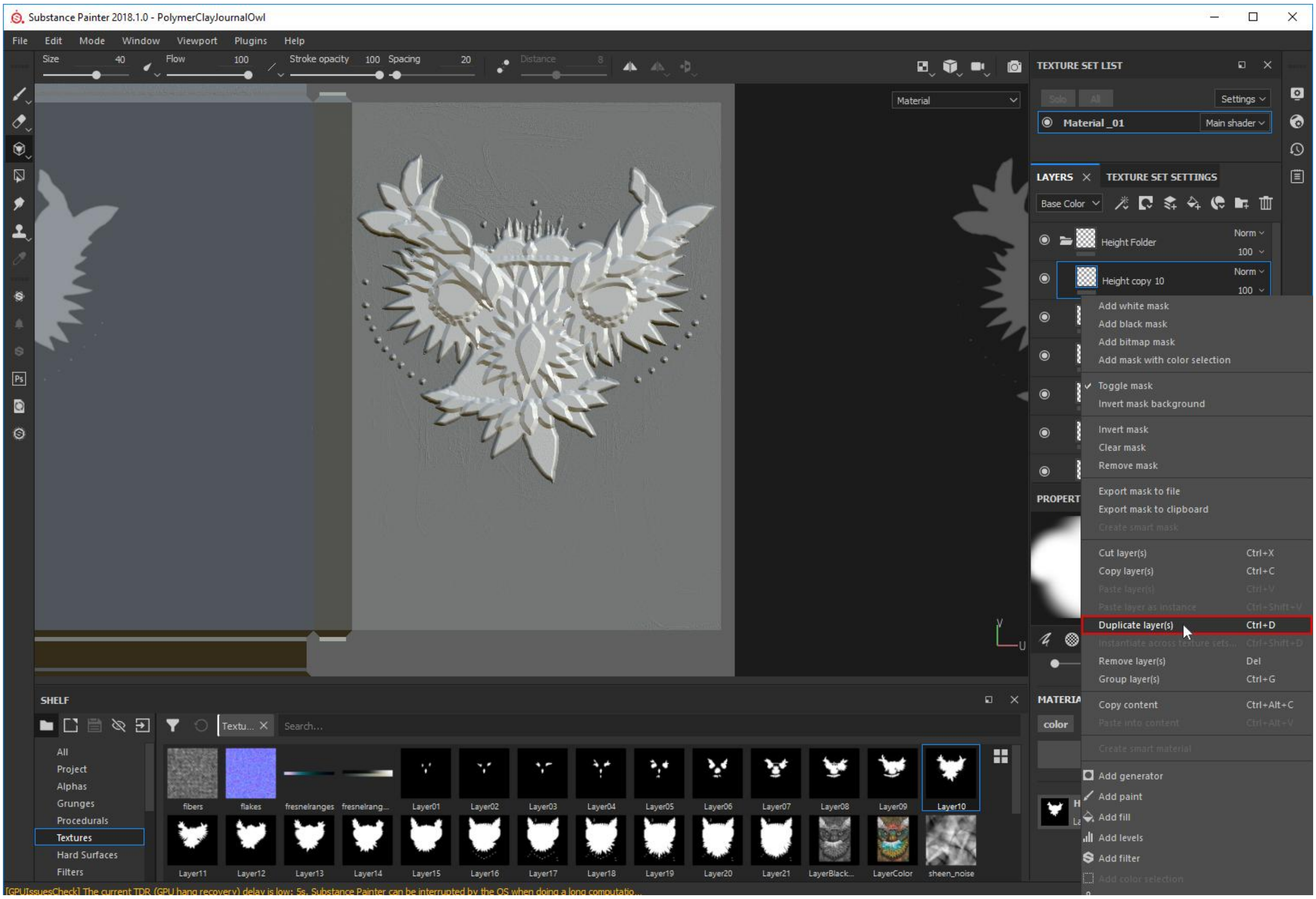
143. Drag Layer10 into Height



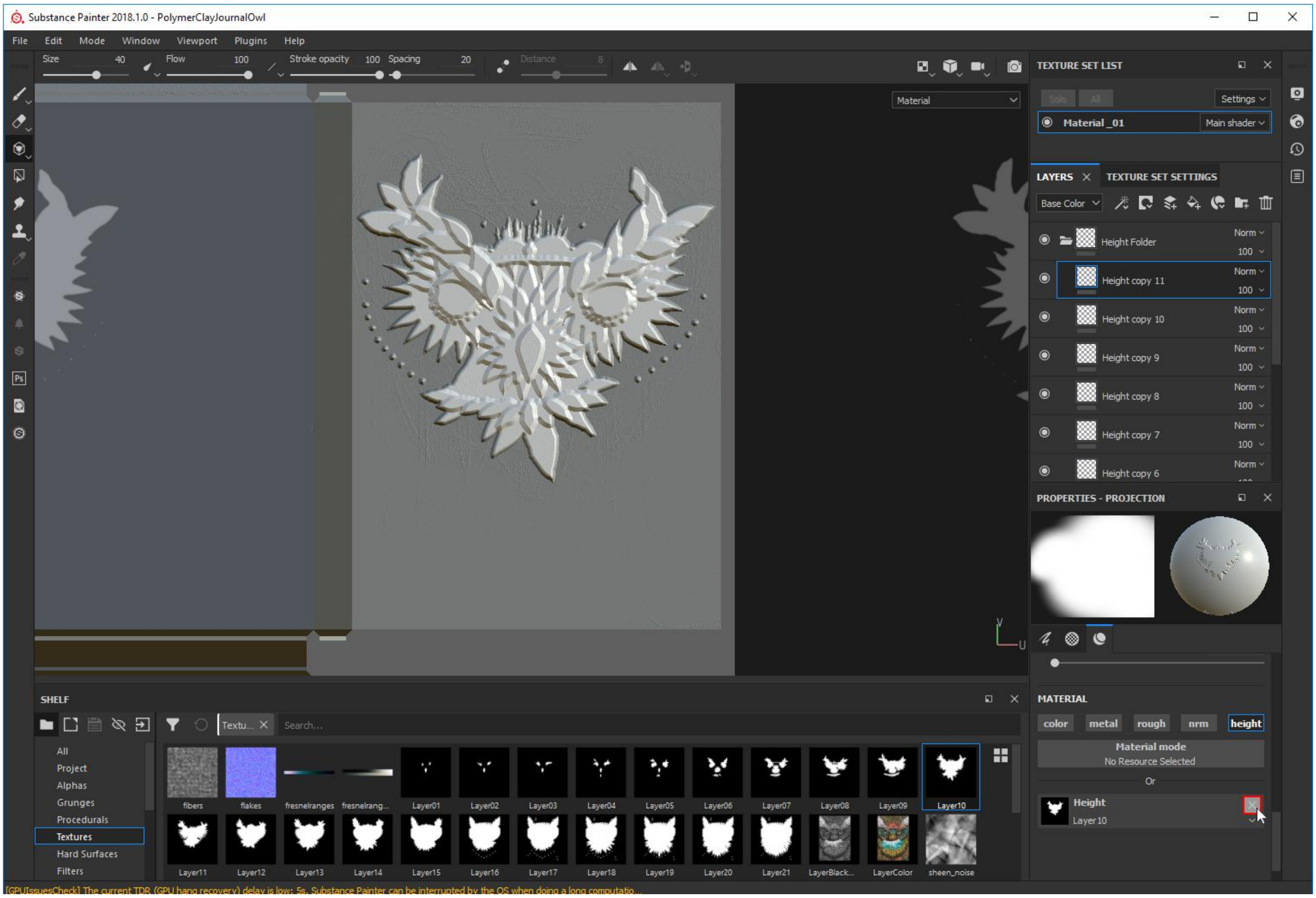
144. After drag Layer10 into height, you can paint it on uv



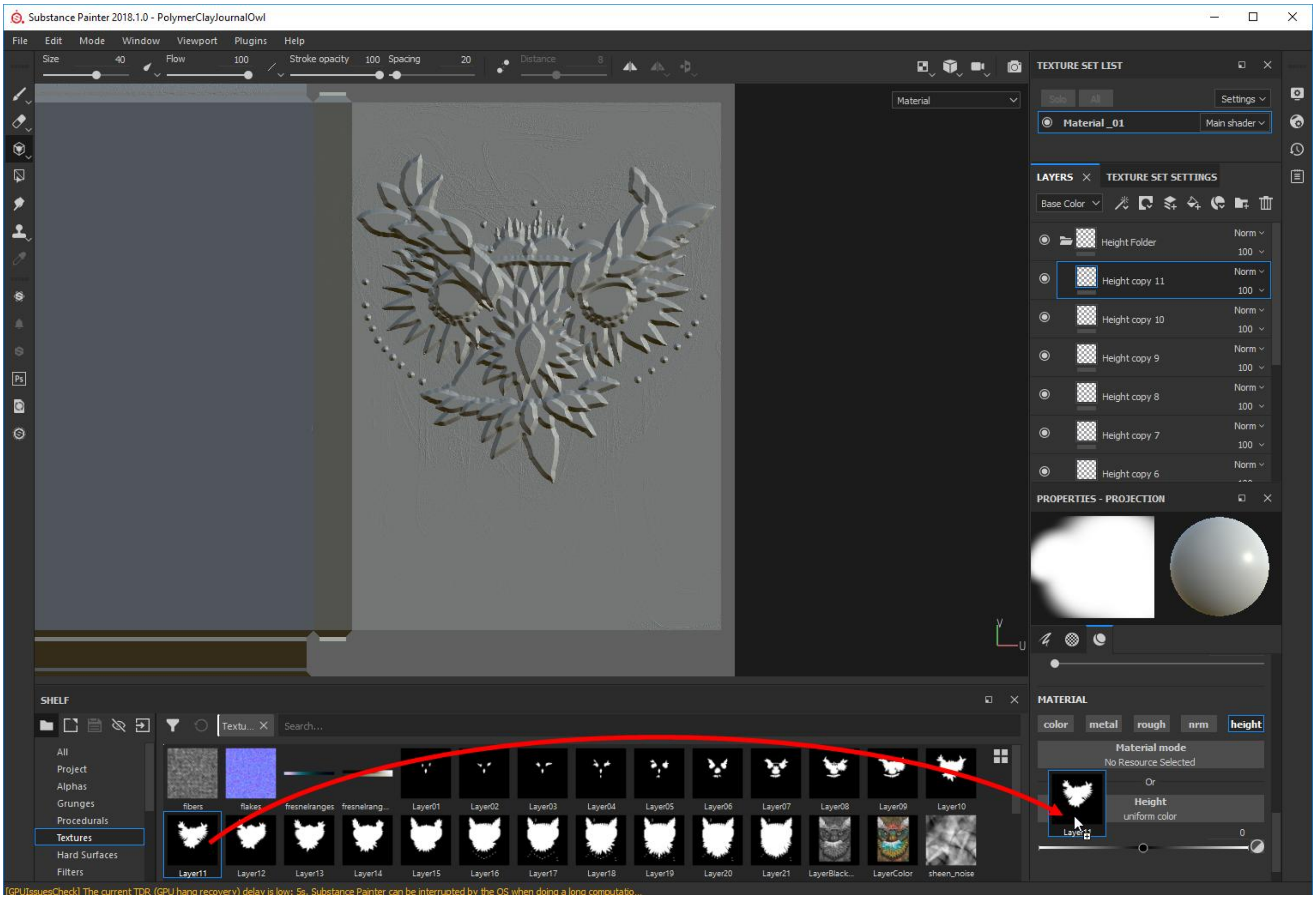
145. Repeat the same step again, duplicate the layer



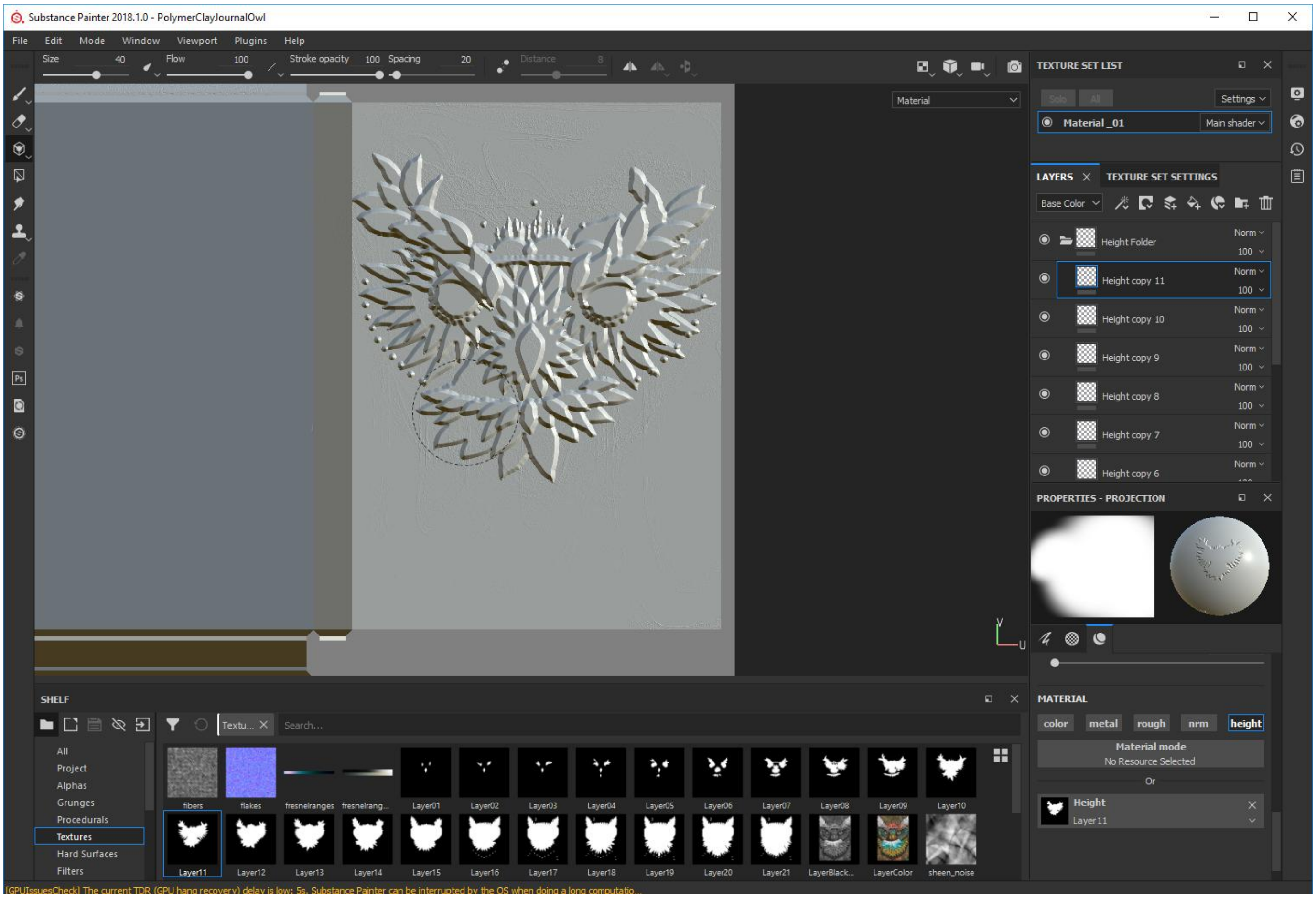
146. After duplicate, you will see Height copy 11, now remove Layer10 in Height



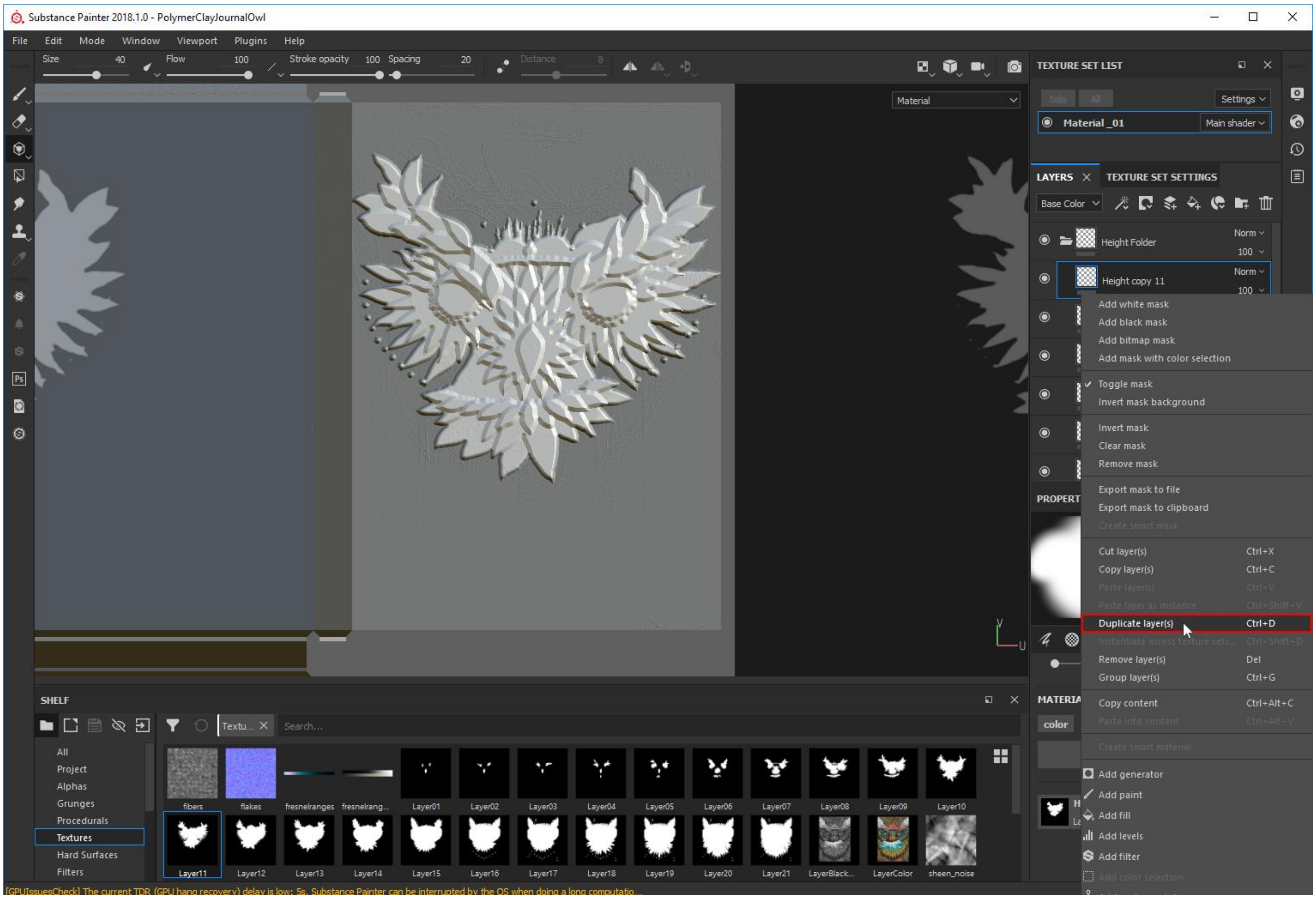
147. Drag Layer11 into Height



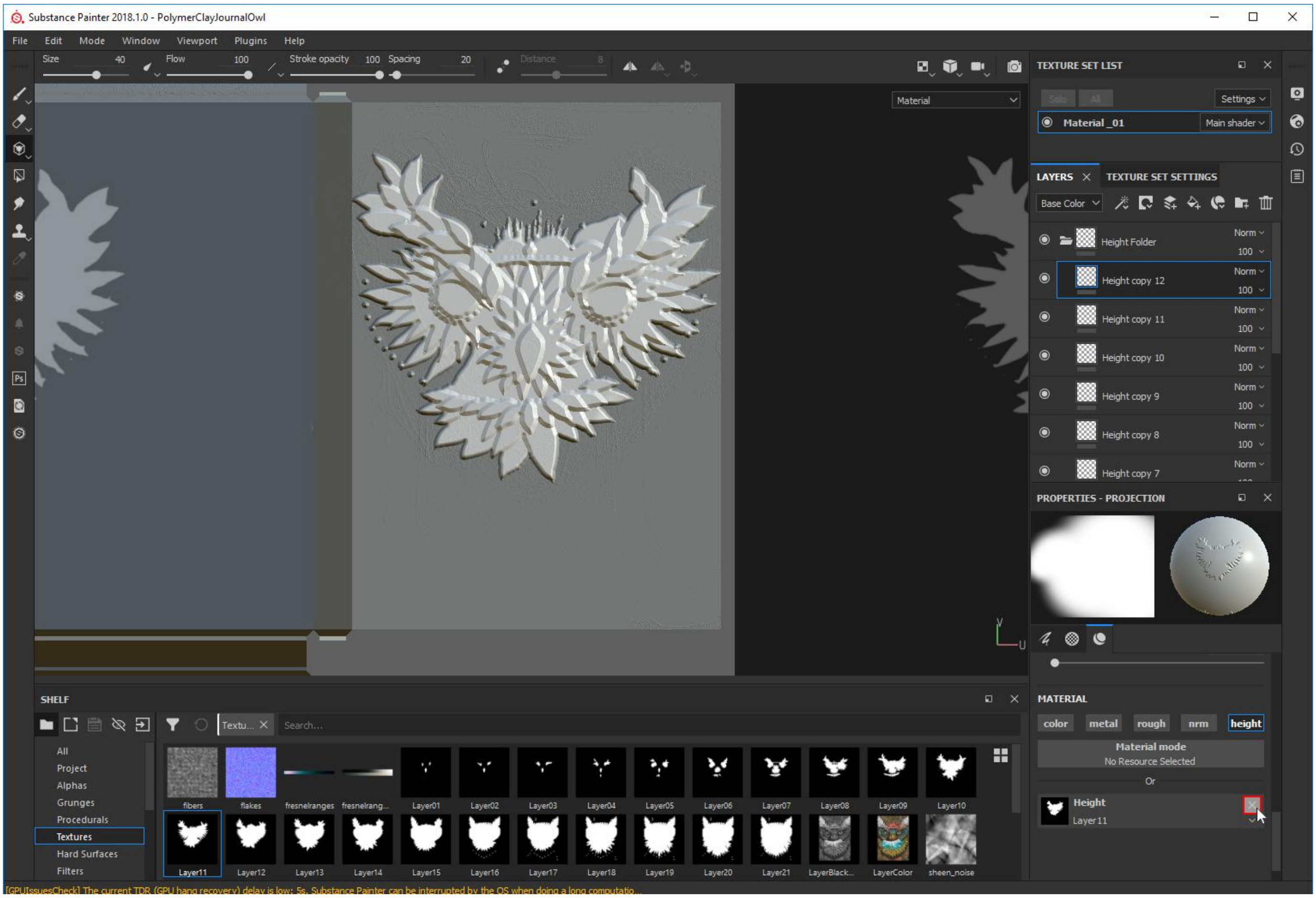
148. After drag Layer11 into height, you can paint it on uv



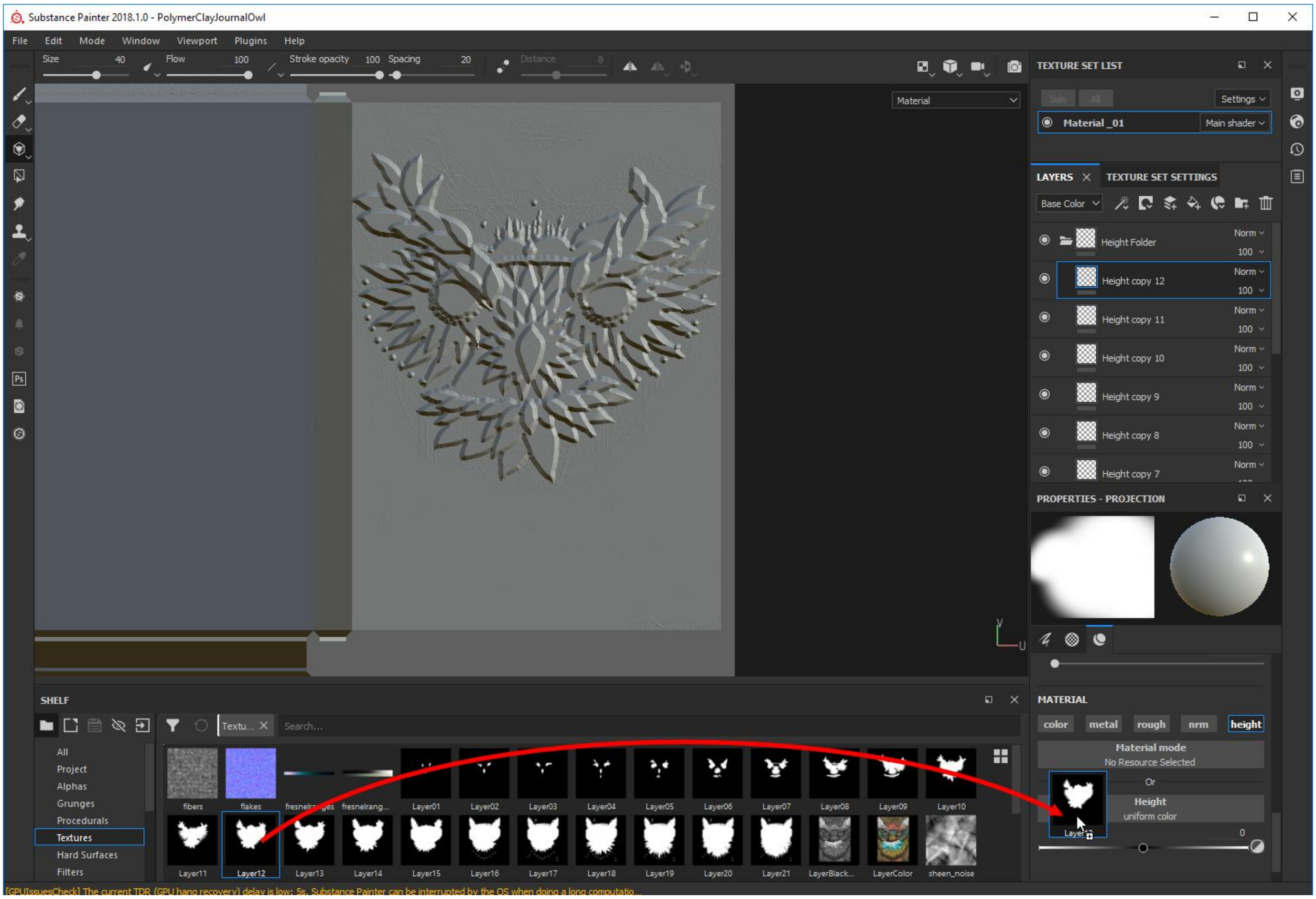
149. Repeat the same step again, duplicate the layer



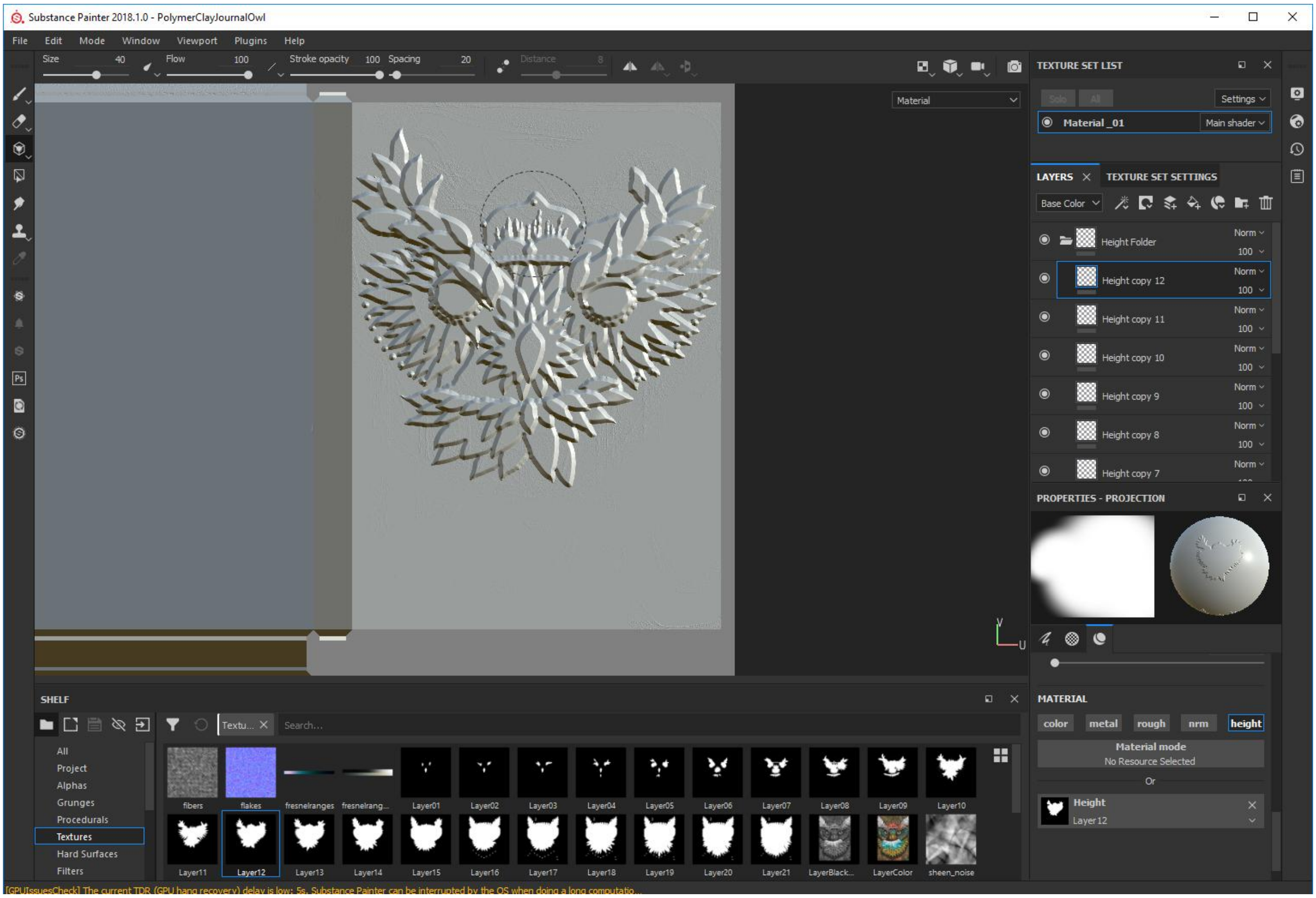
150. After duplicate, you will see Height copy 12, now remove Layer11 in Height



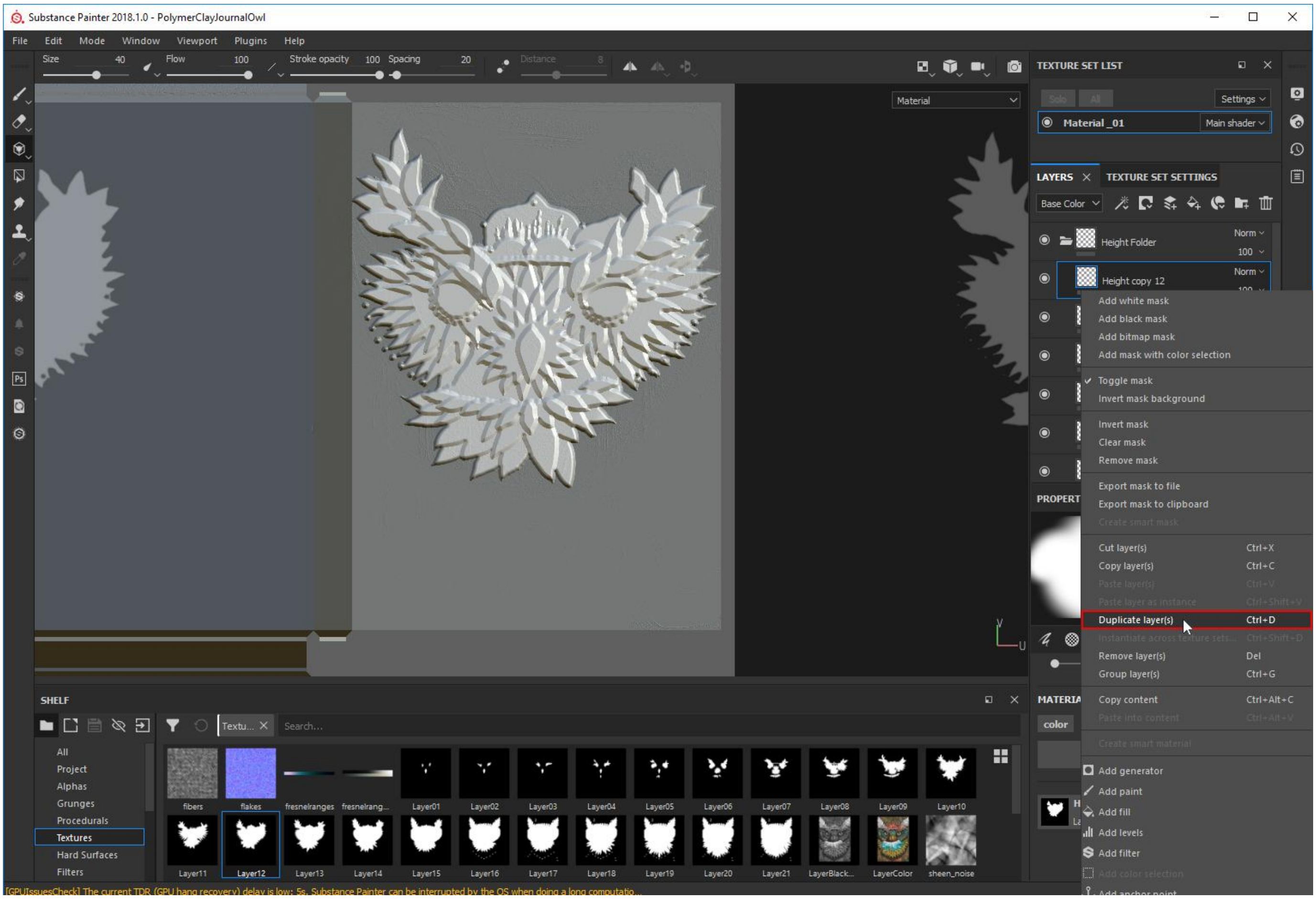
151. Drag Layer12 into Height



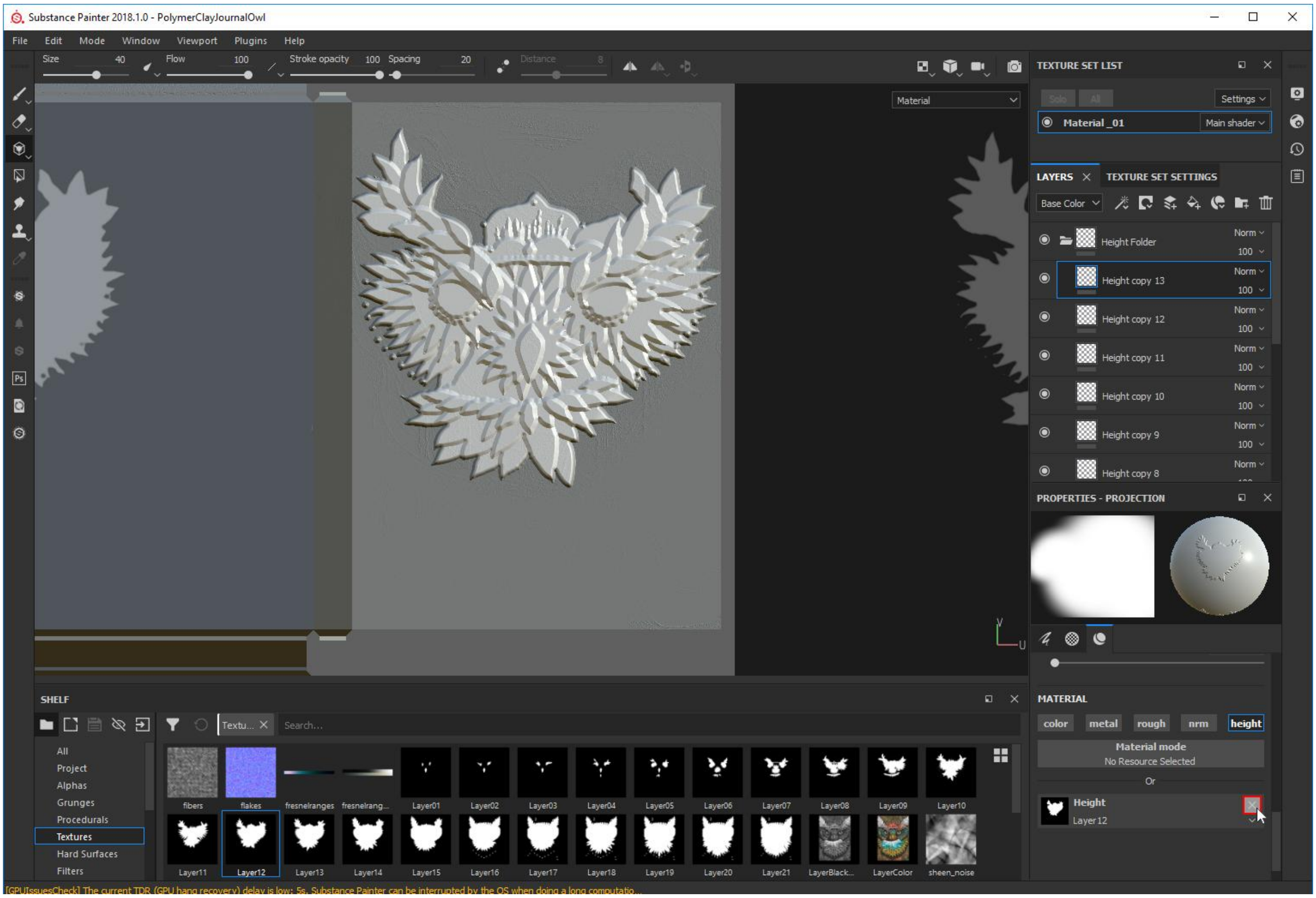
152. After drag Layer12 into height, you can paint it on uv



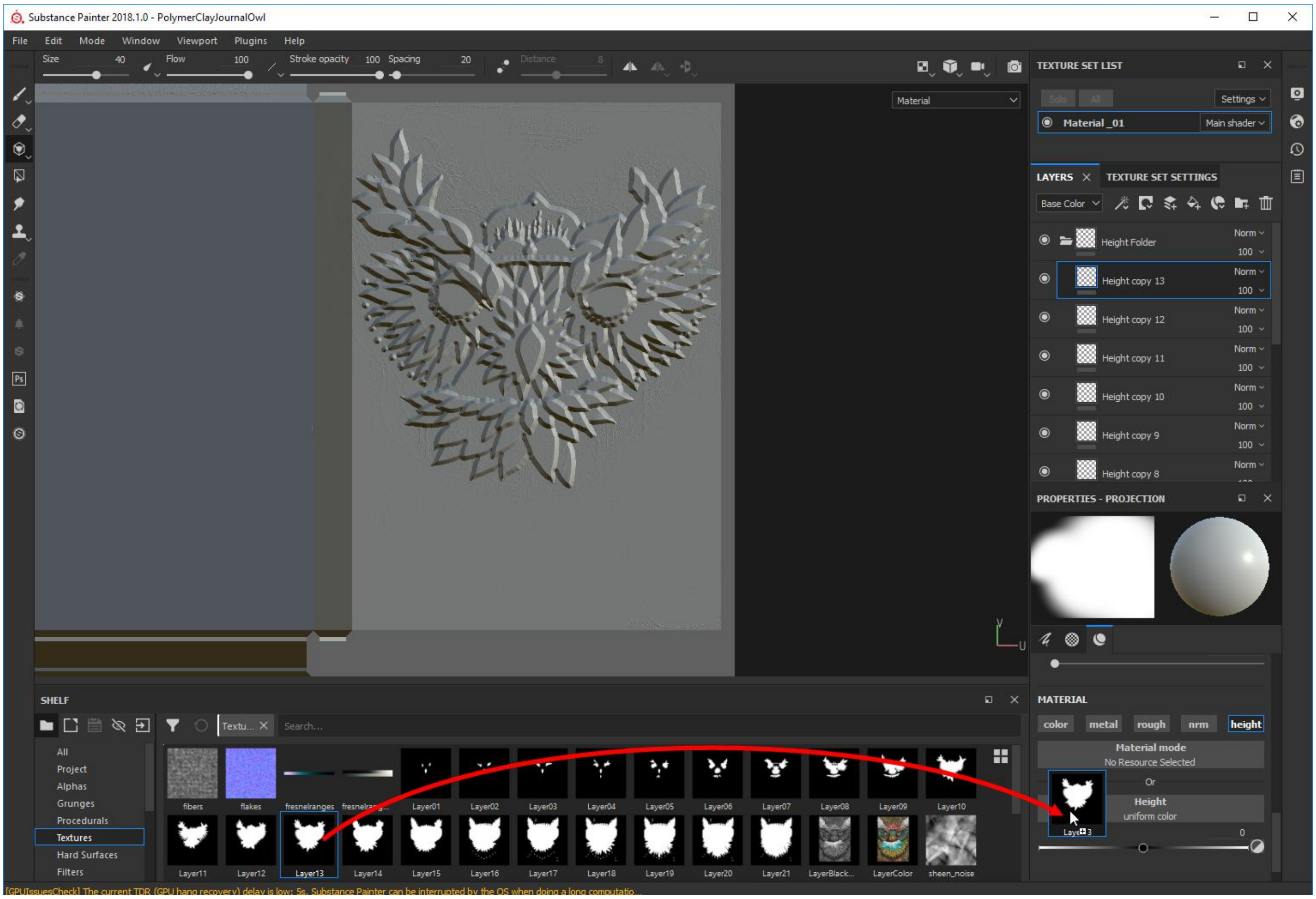
153. Repeat the same step again, duplicate the layer



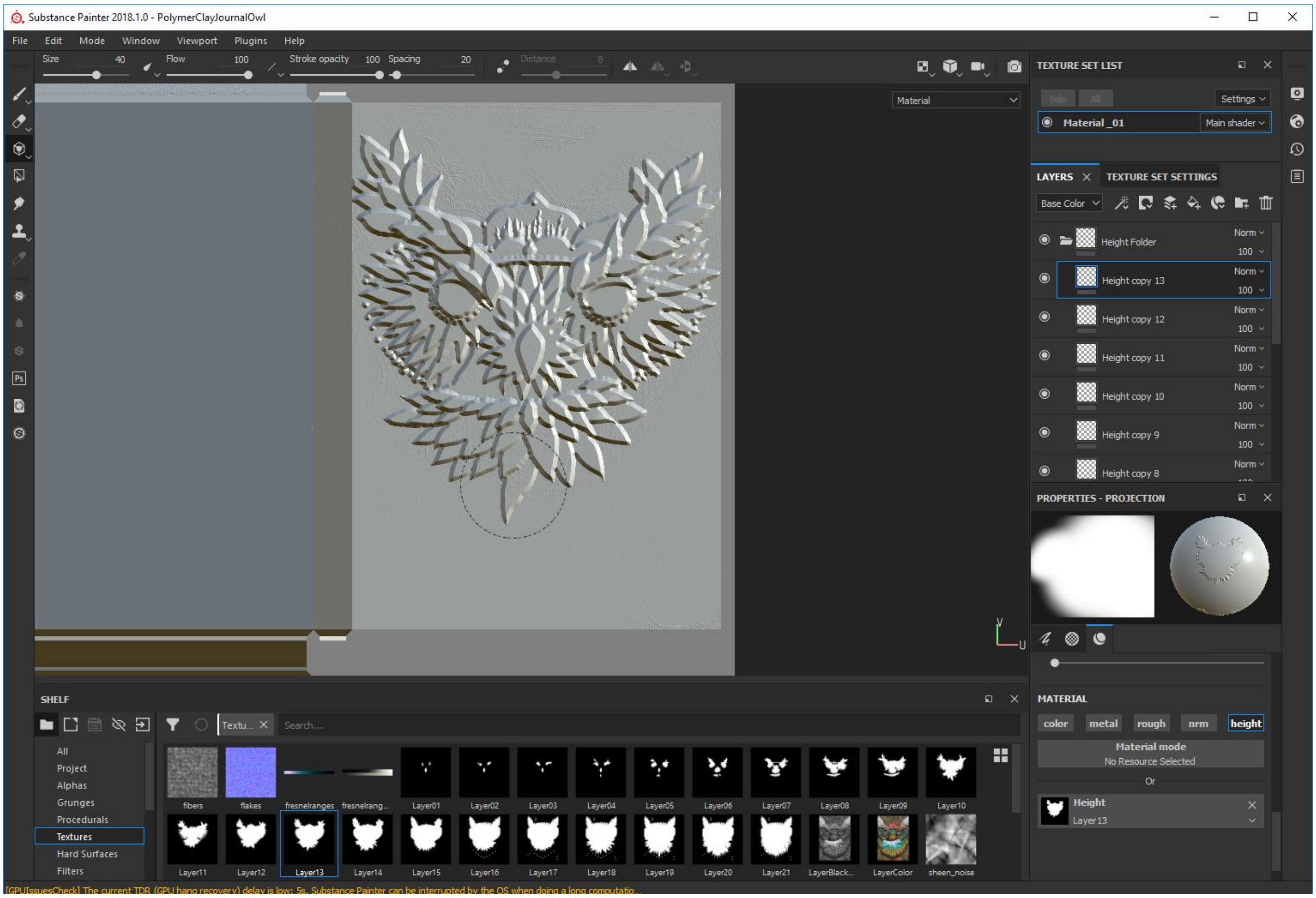
154. After duplicate, you will see Height copy 13, now remove Layer12 in Height



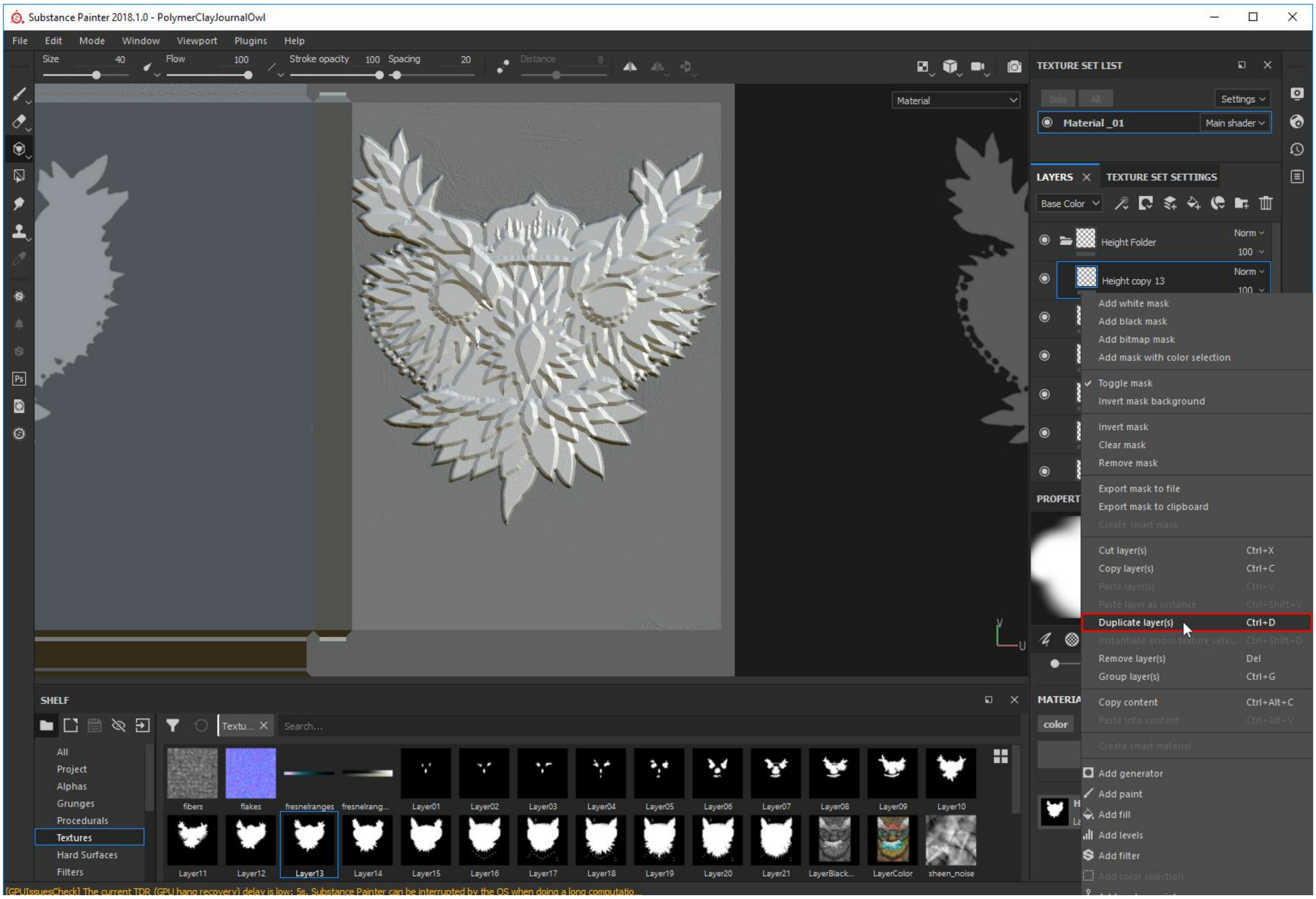
155. Drag Layer13 into Height



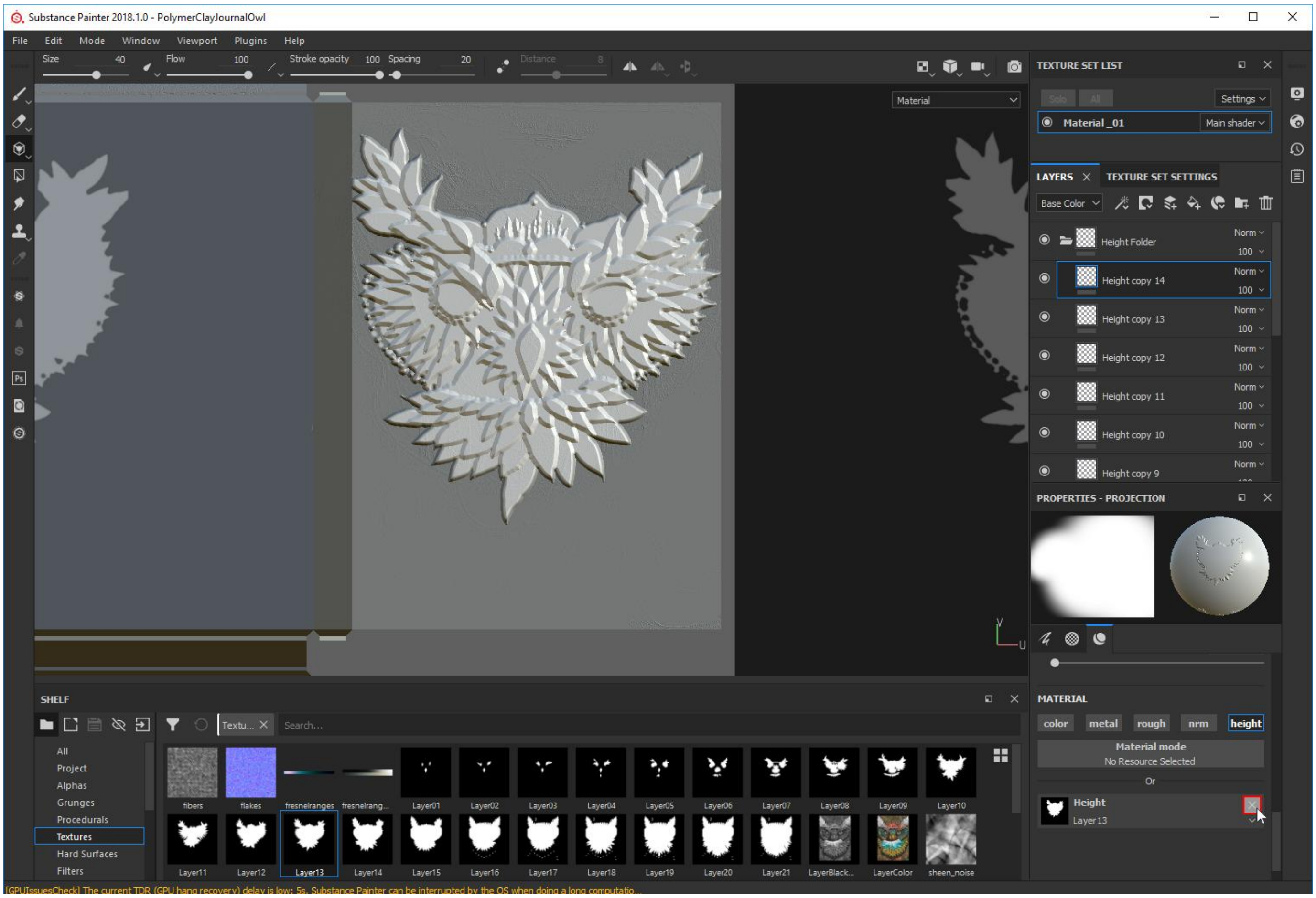
156. After drag Layer13 into height, you can paint it on uv



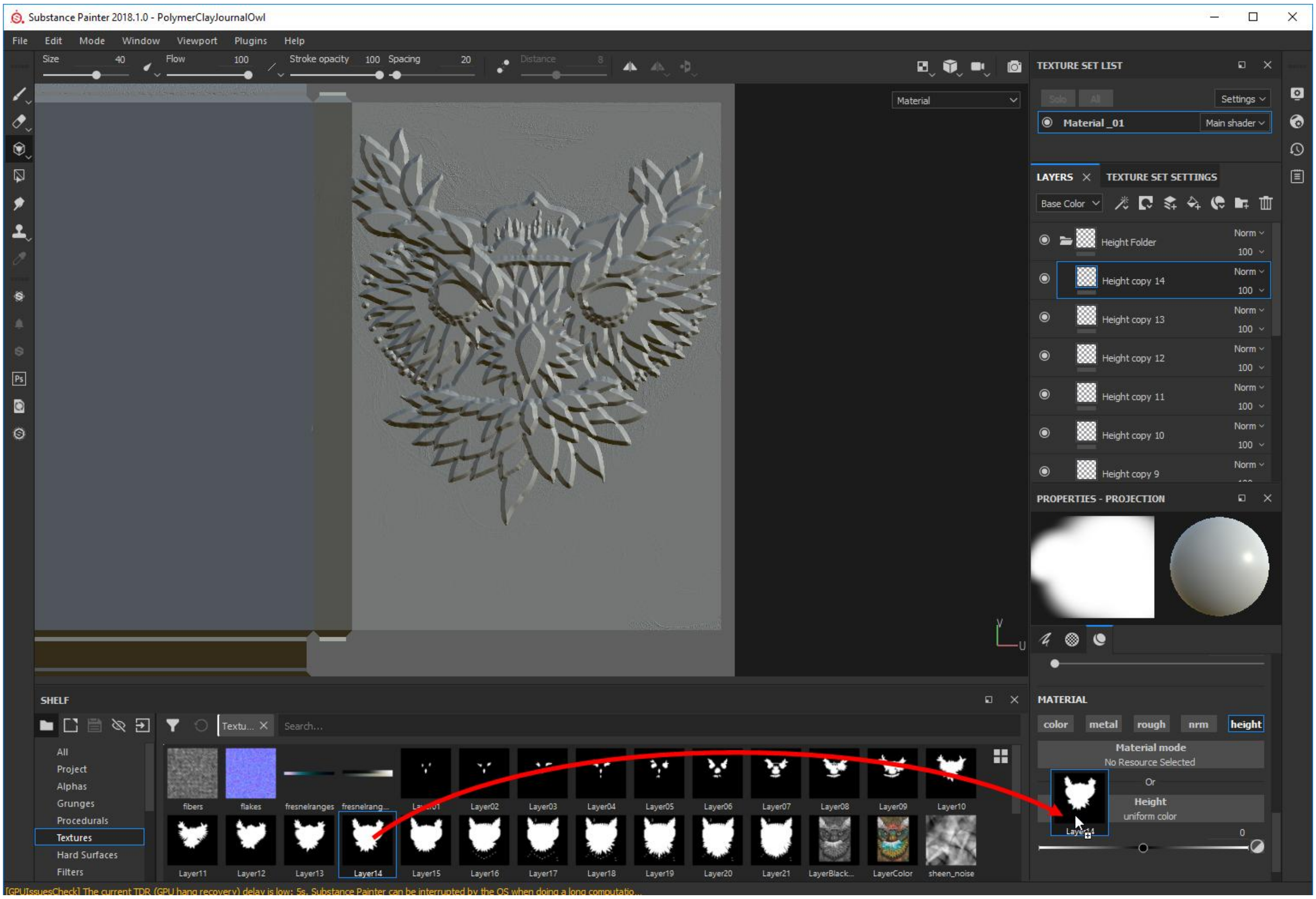
157. Repeat the same step again, duplicate the layer



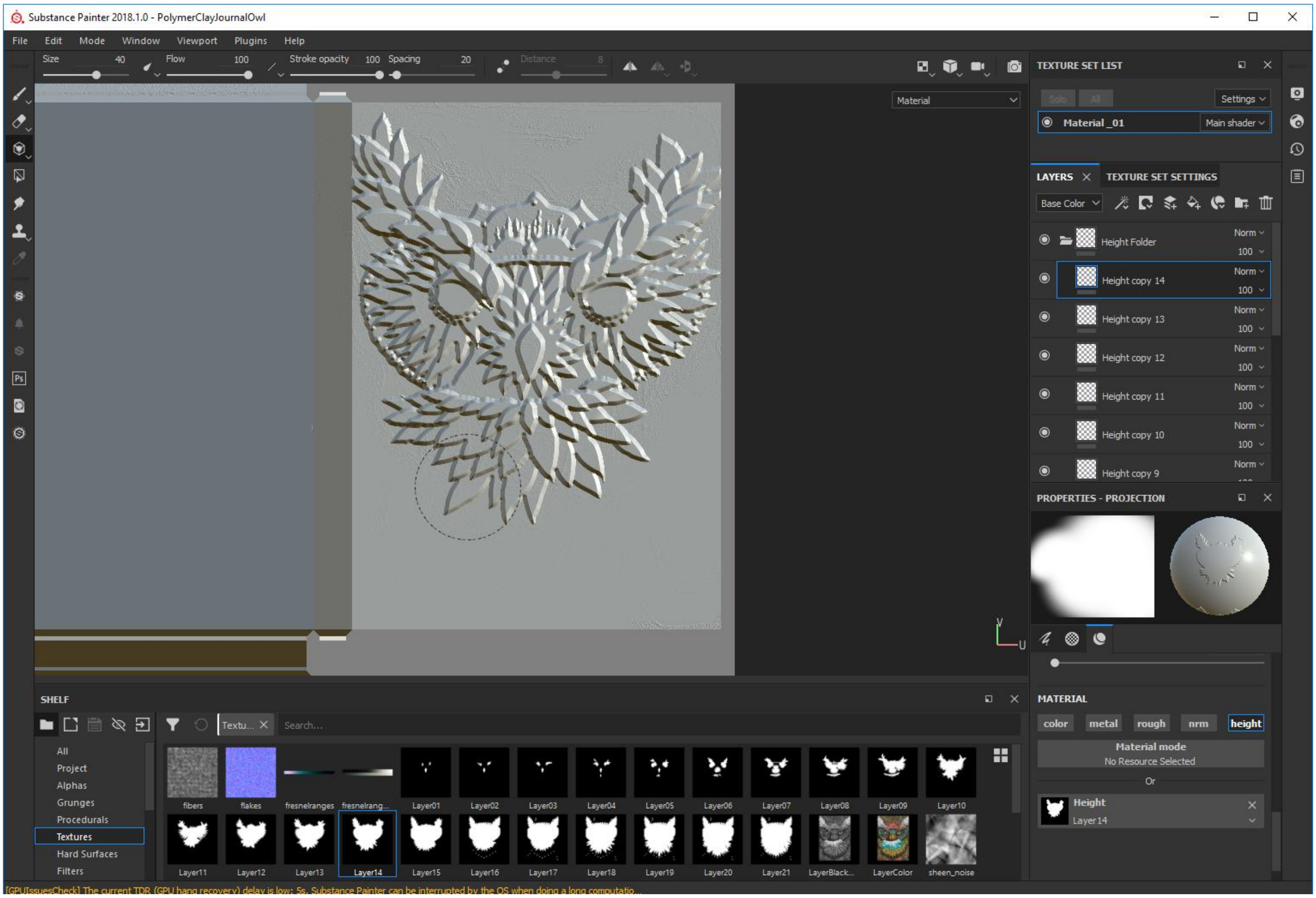
158. After duplicate, you will see Height copy 14, now remove Layer13 in Height



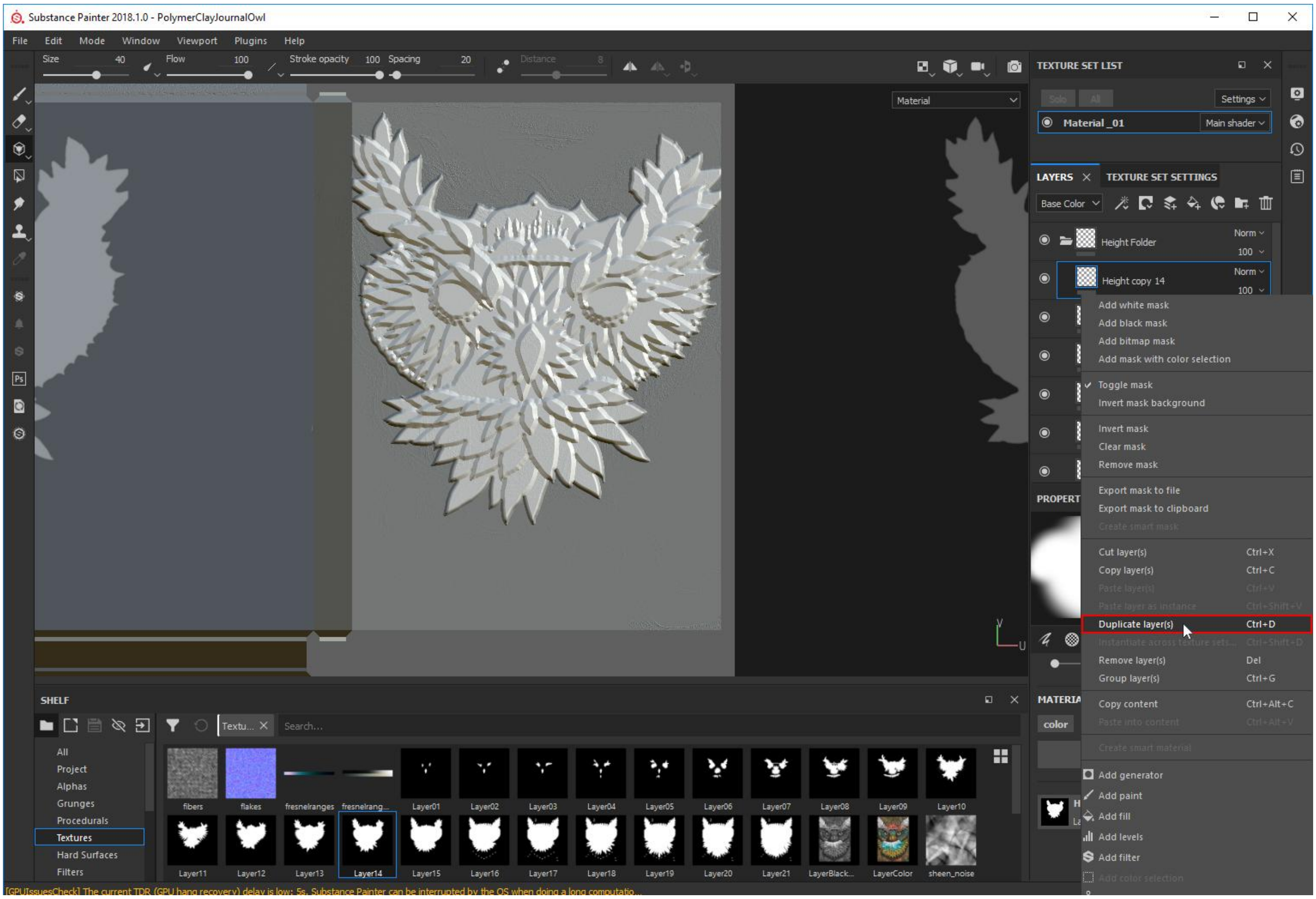
159. Drag Layer14 into Height



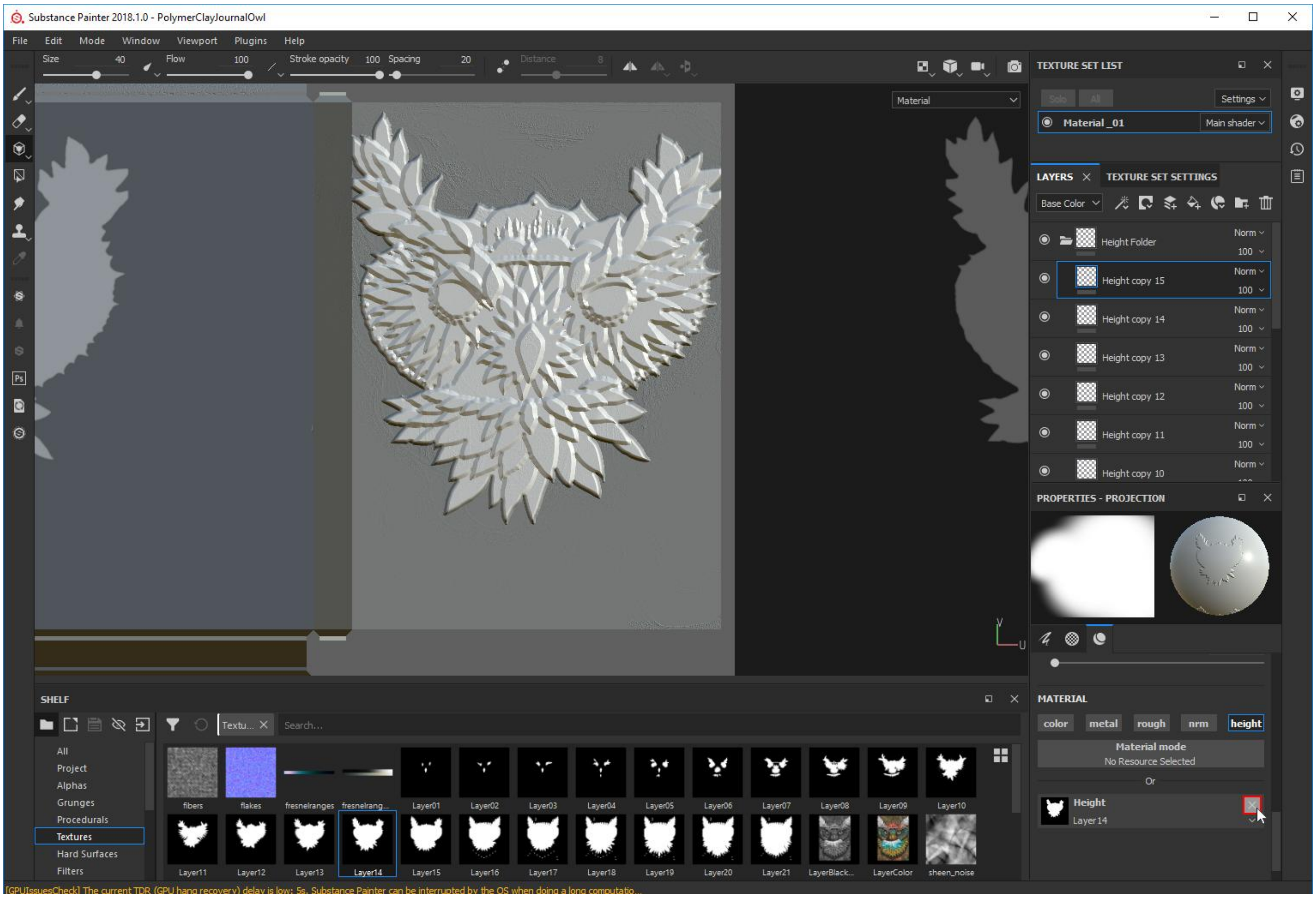
160. After drag Layer14 into height, you can paint it on uv



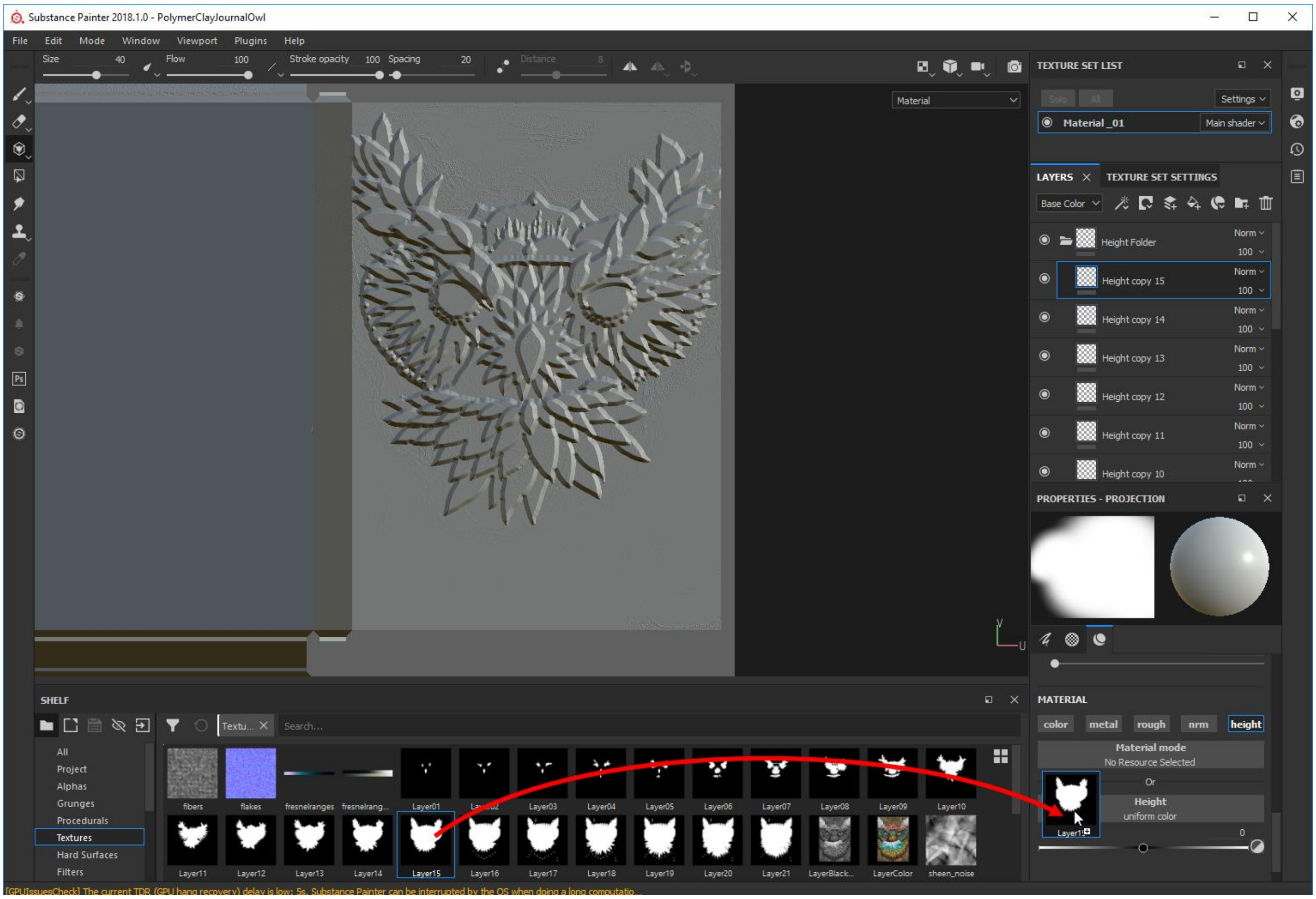
161. Repeat the same step again, duplicate the layer



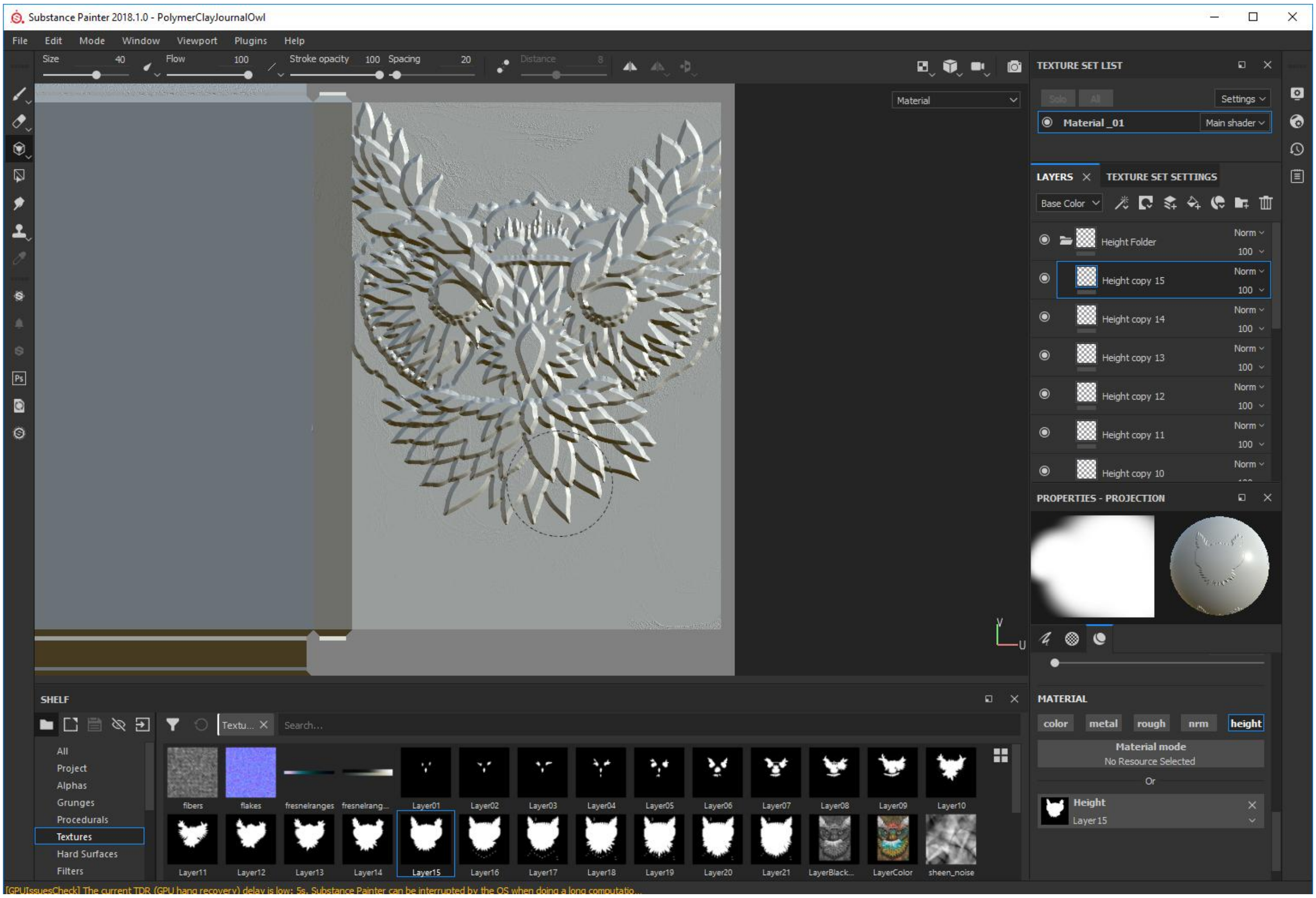
162. After duplicate, you will see Height copy 15, now remove Layer14 in Height



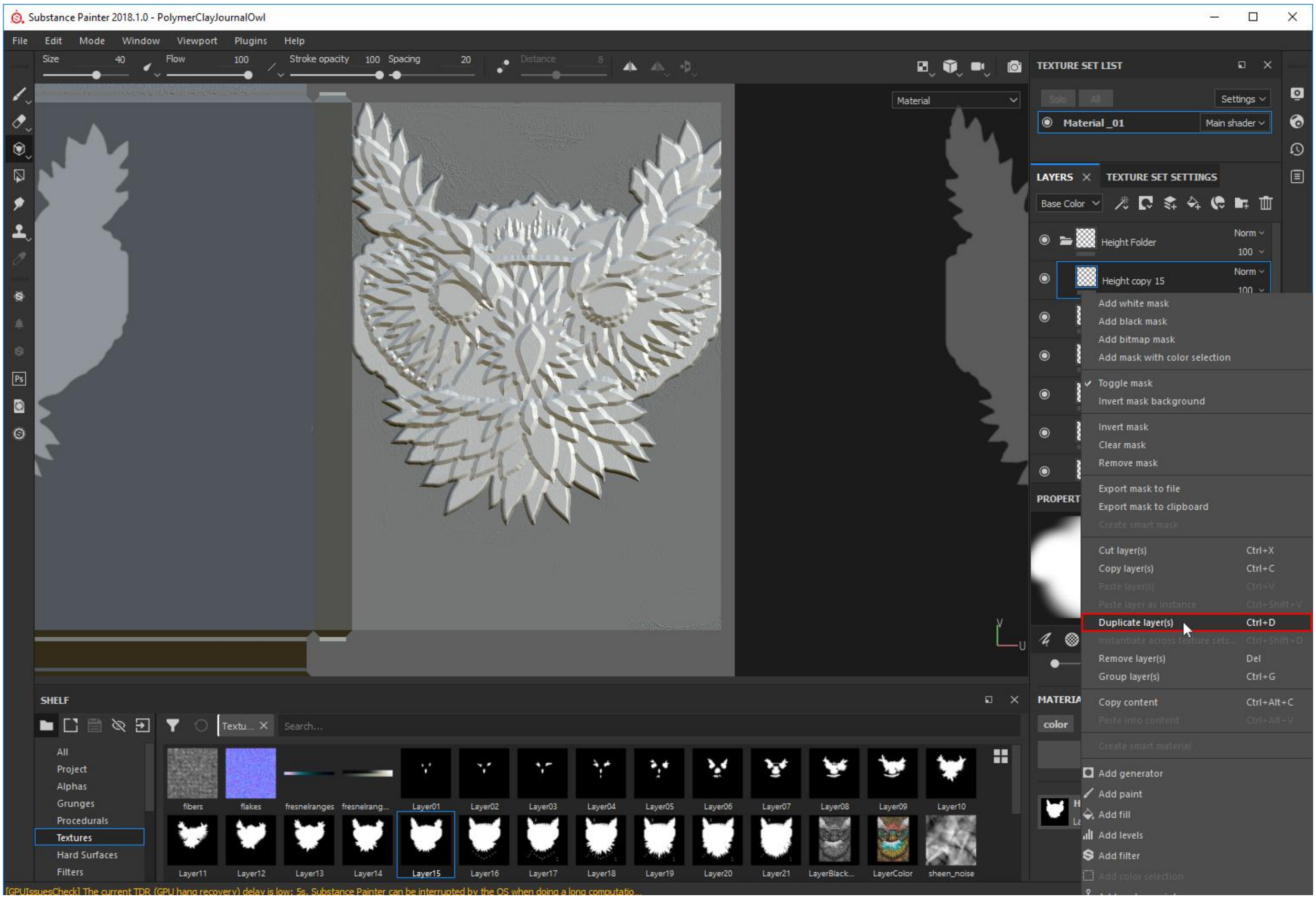
163. Drag Layer15 into Height



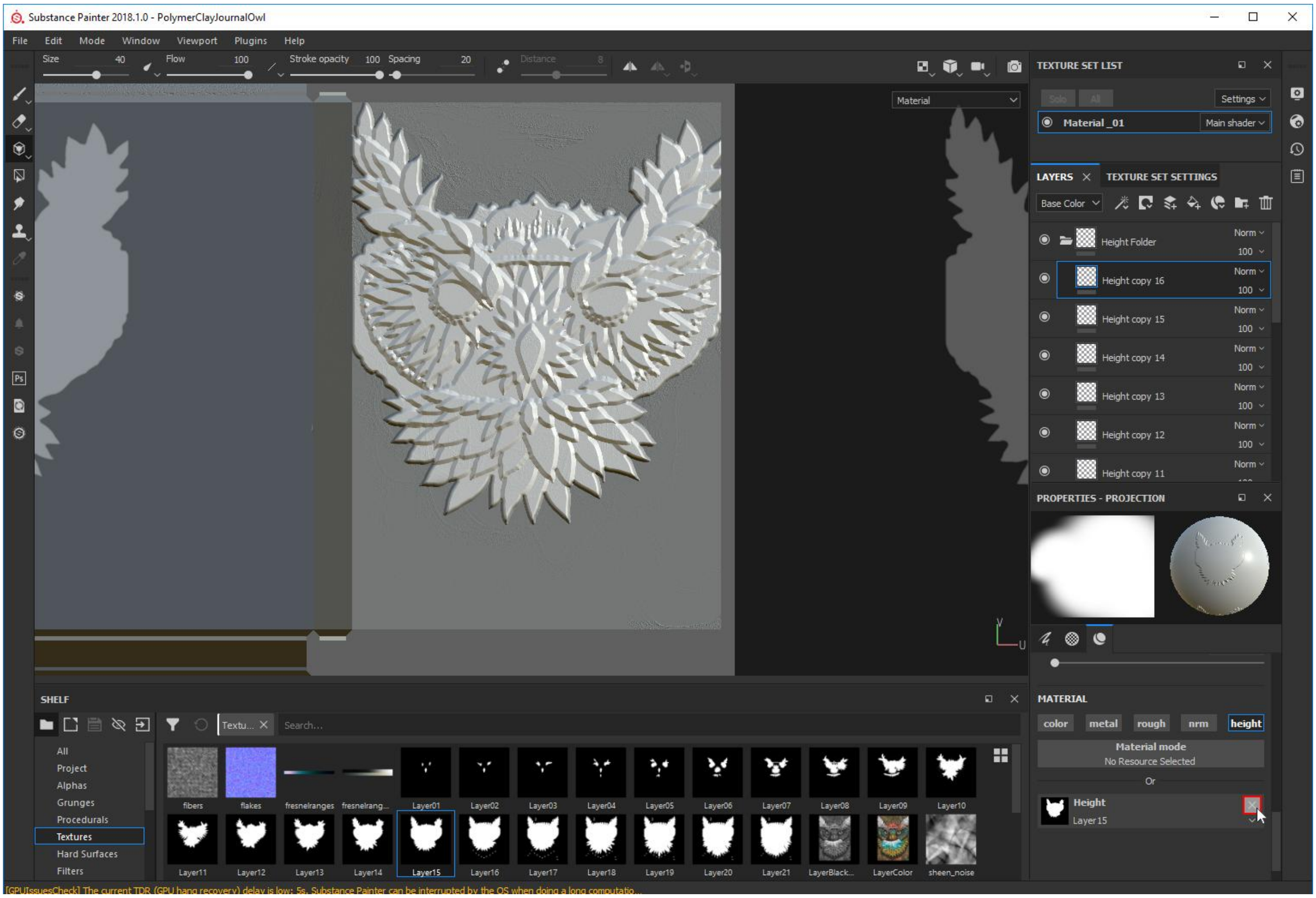
164. After drag Layer15 into height, you can paint it on uv 037d



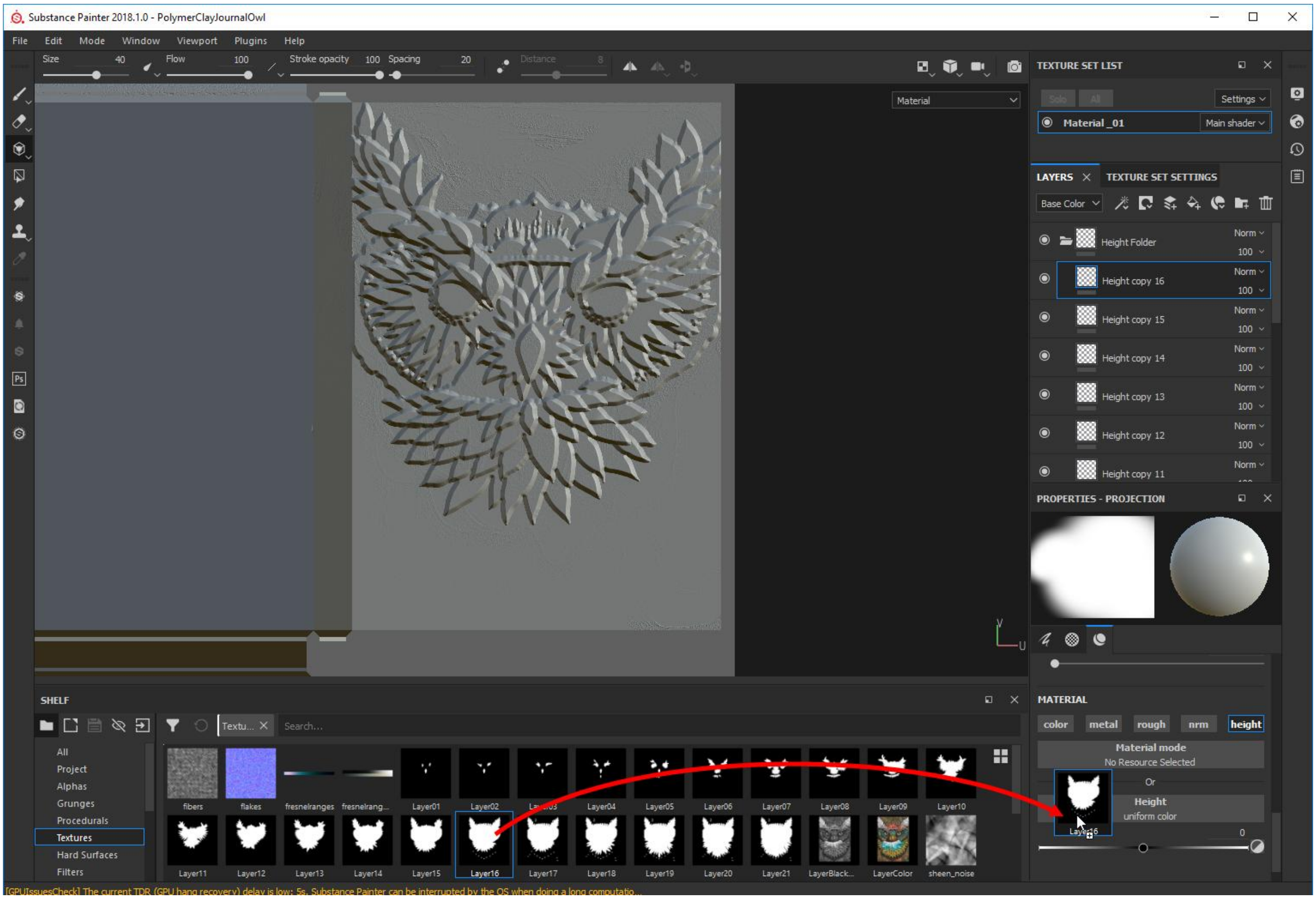
165. Repeat the same step again, duplicate the layer



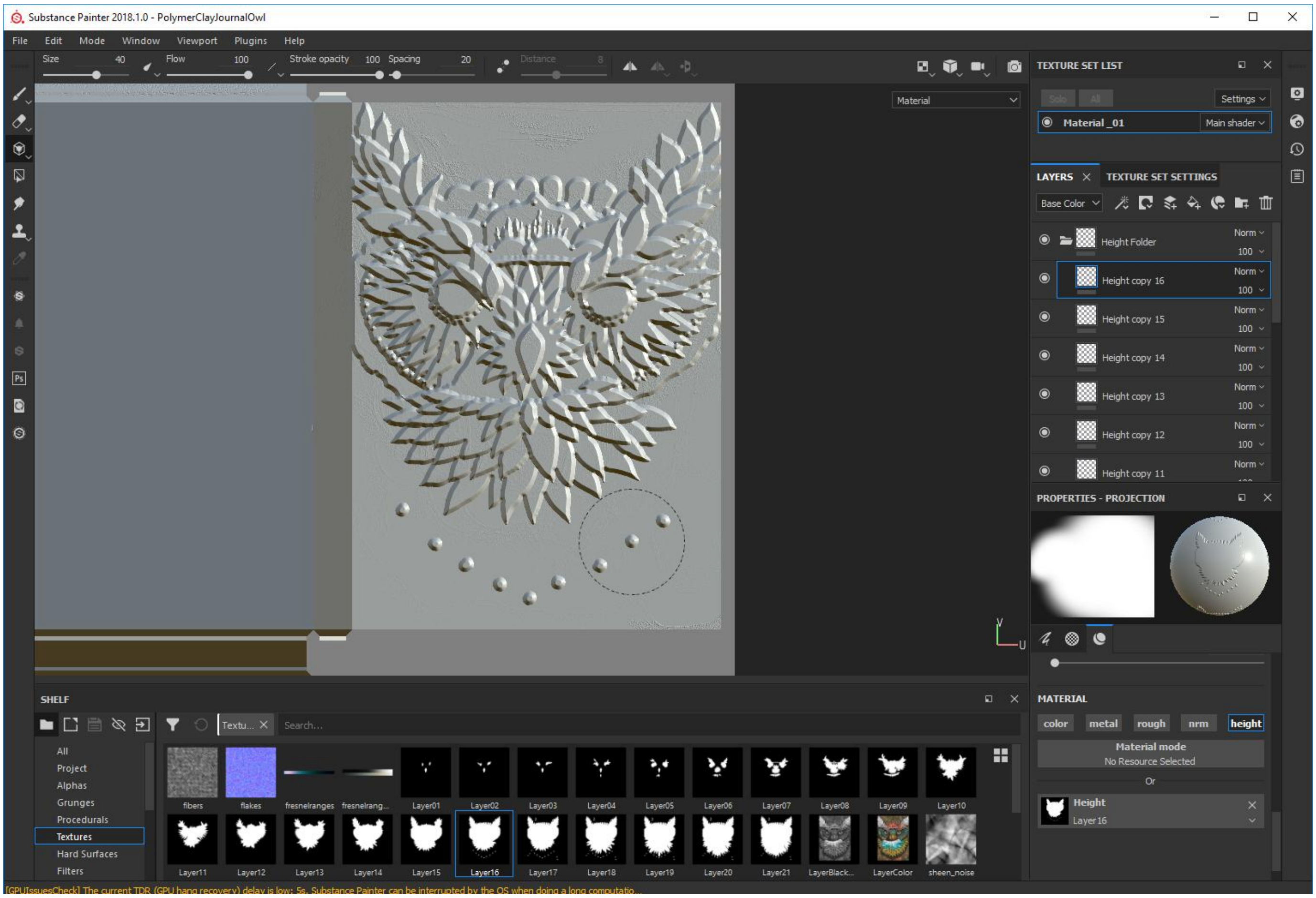
166. After duplicate, you will see Height copy 16, now remove Layer15 in Height



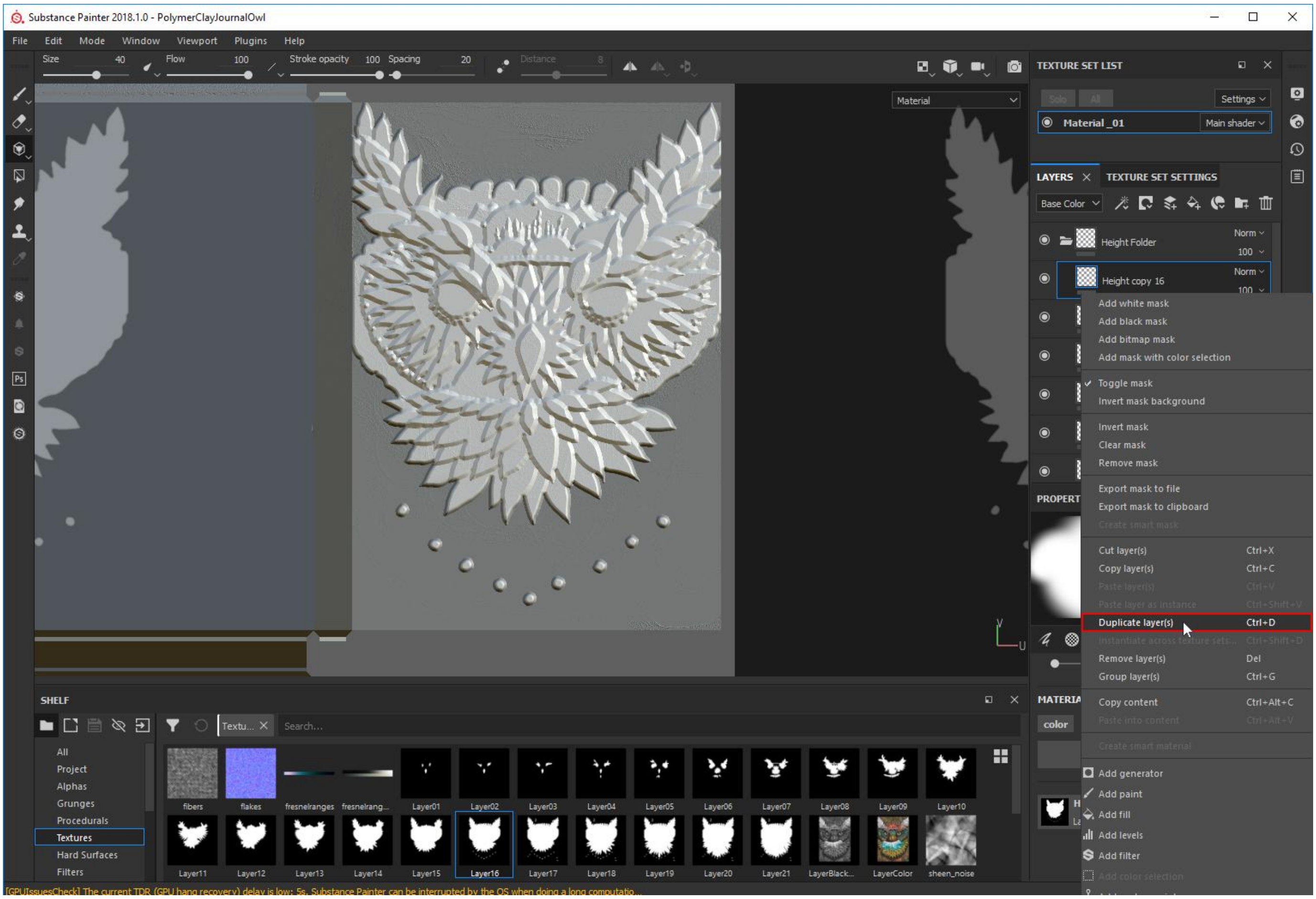
167. Drag Layer16 into Height



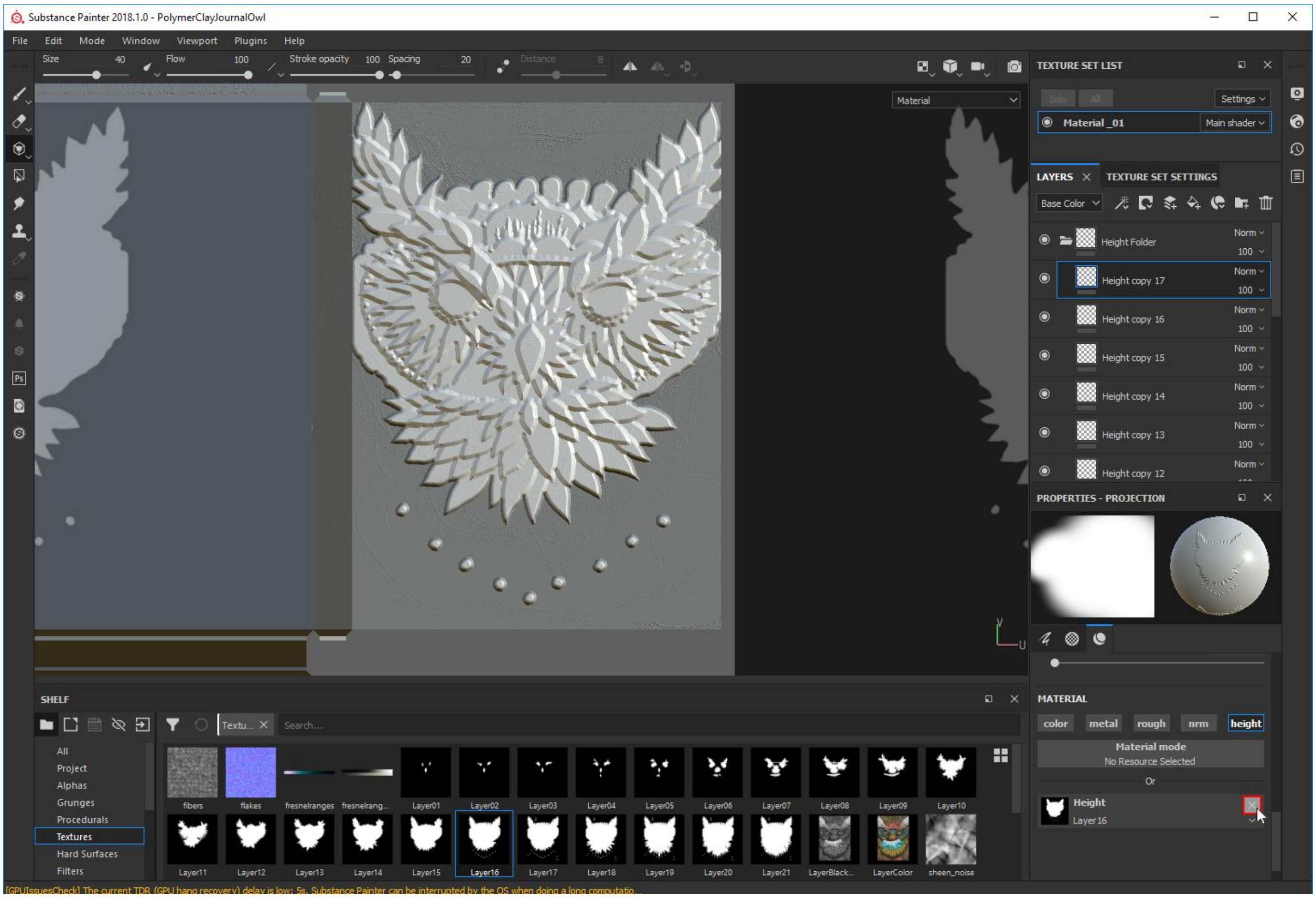
168. After drag Layer16 into height, you can paint it on uv



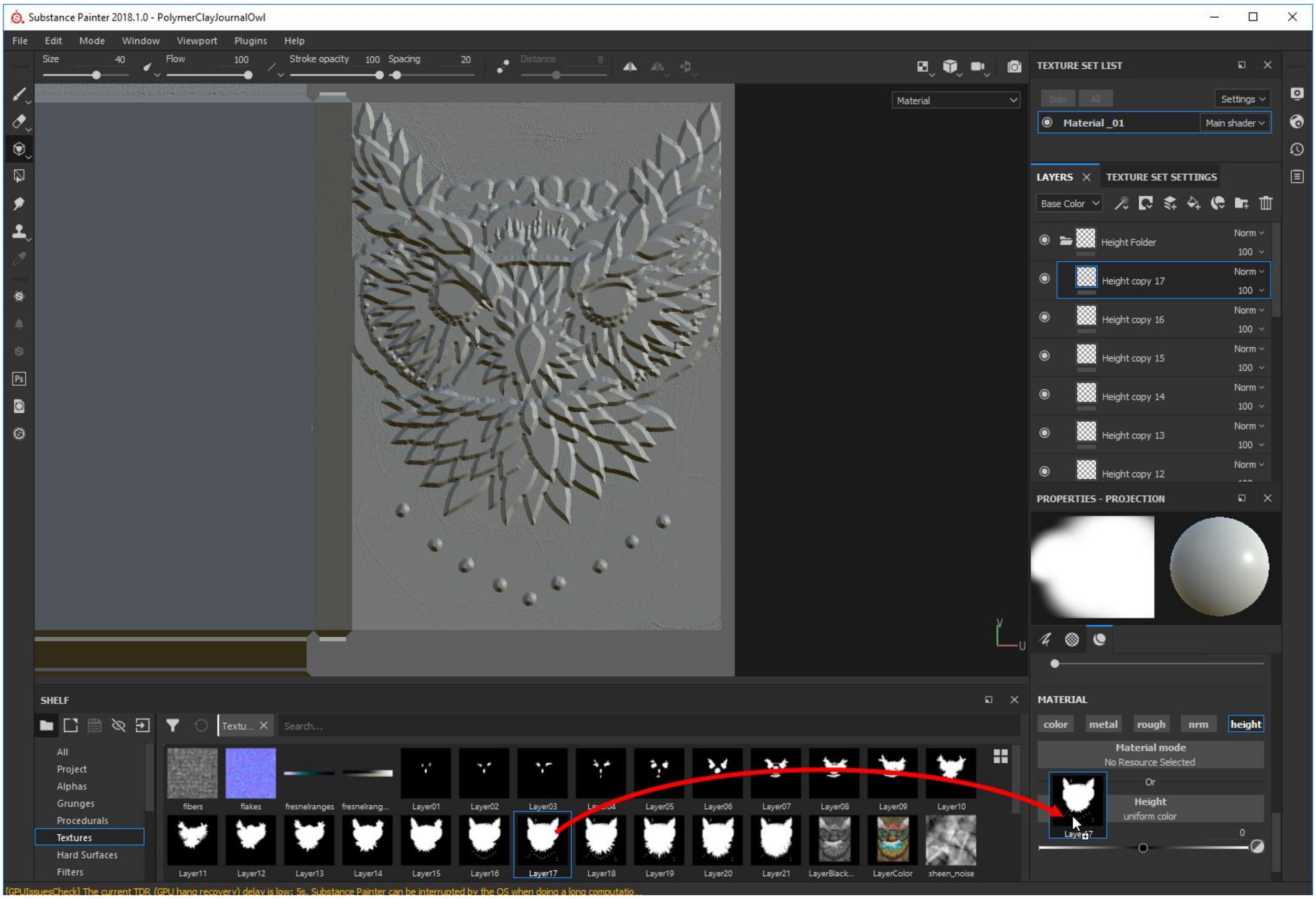
169. Repeat the same step again, duplicate the layer



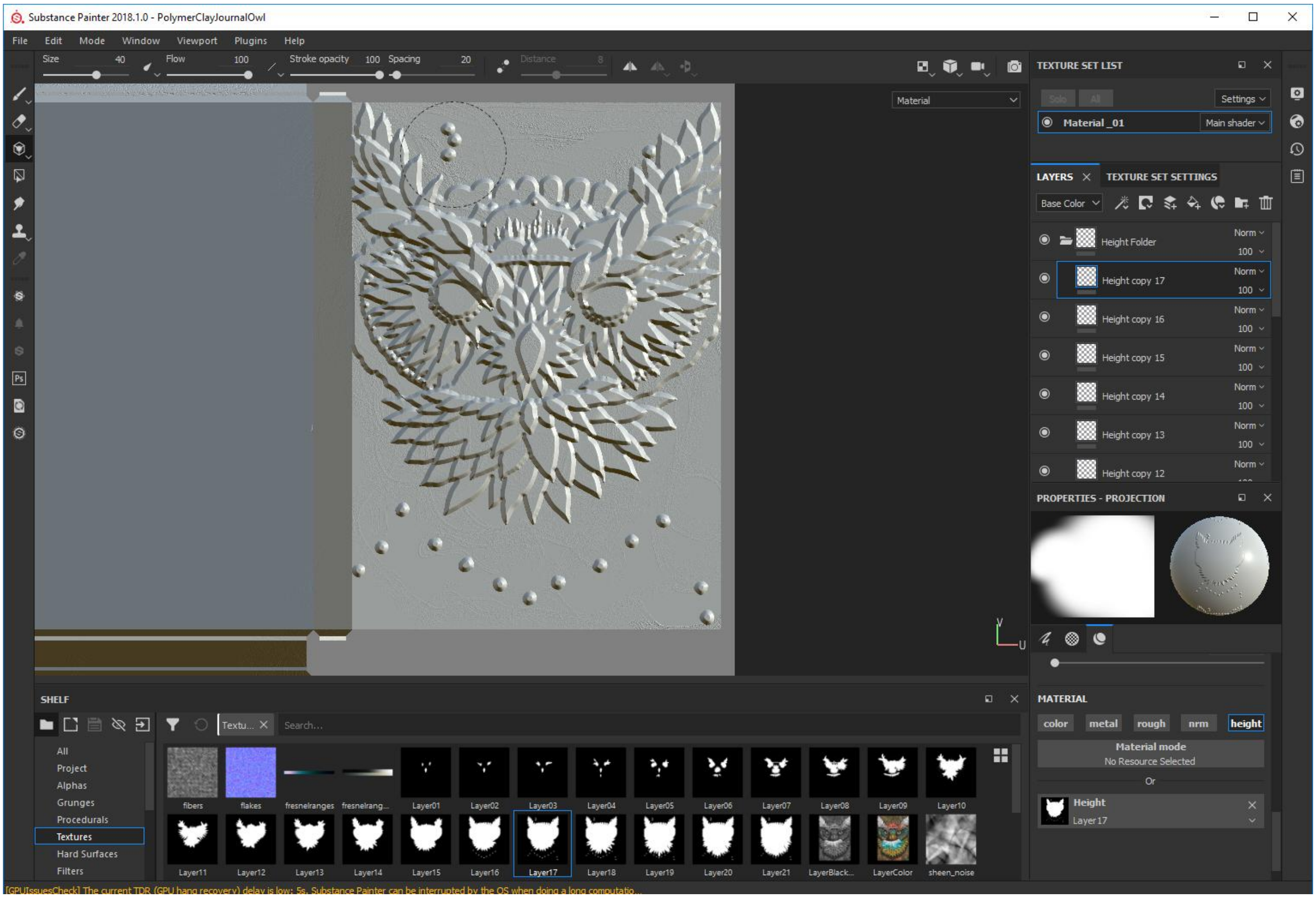
170. After duplicate, you will see Height copy 17, now remove Layer16 in Height



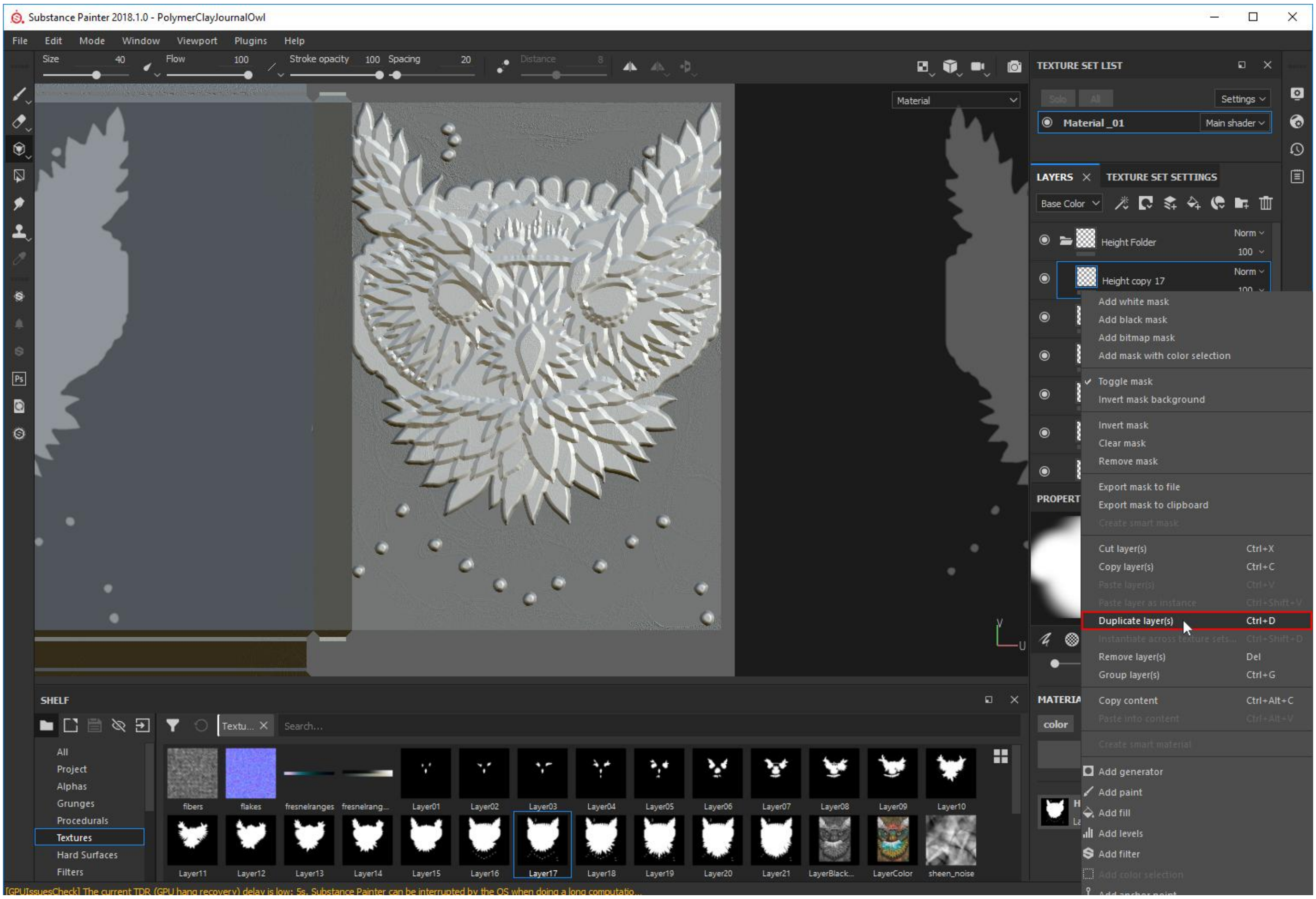
171. Drag Layer17 into Height



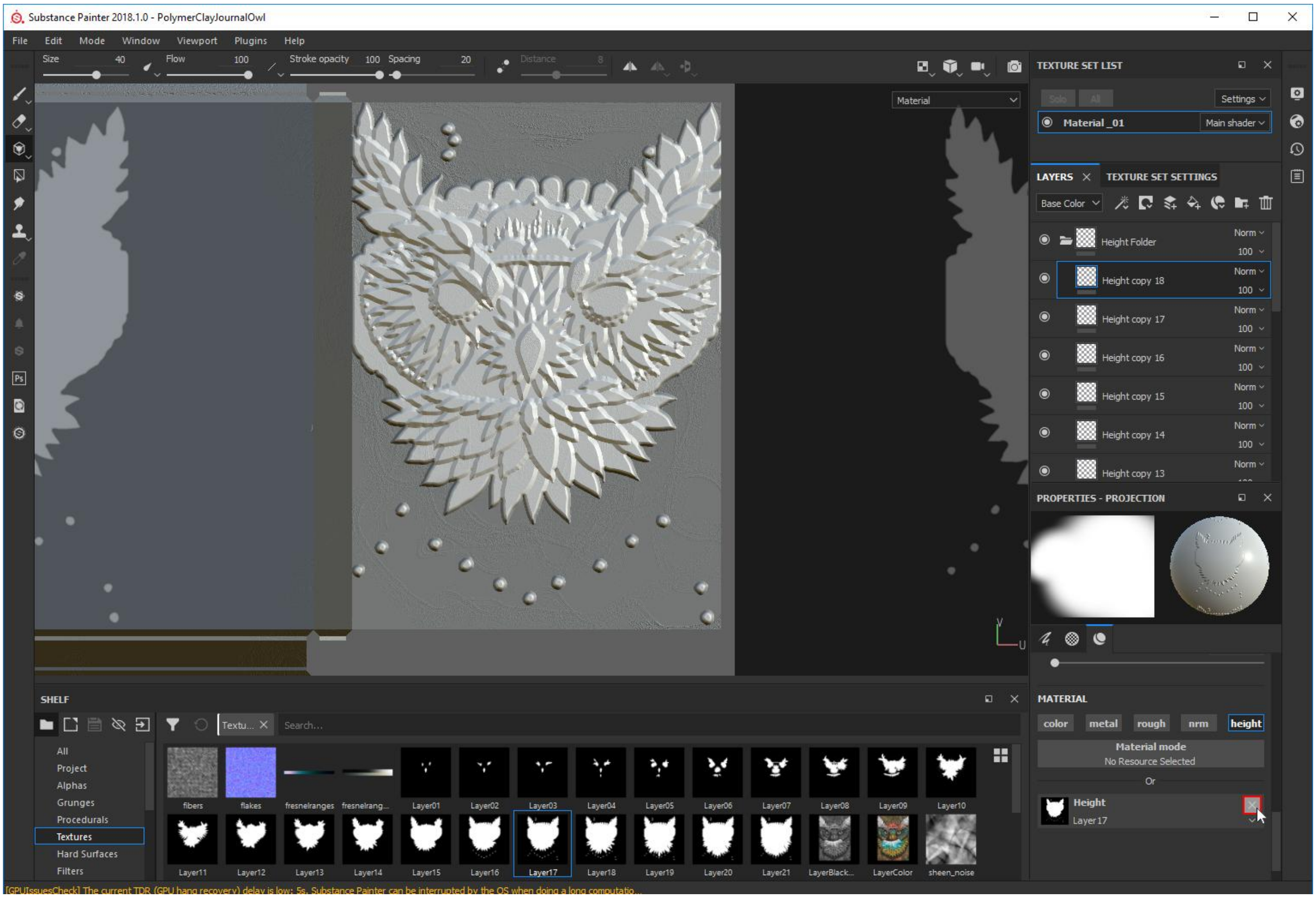
172. After drag Layer17 into height, you can paint it on uv



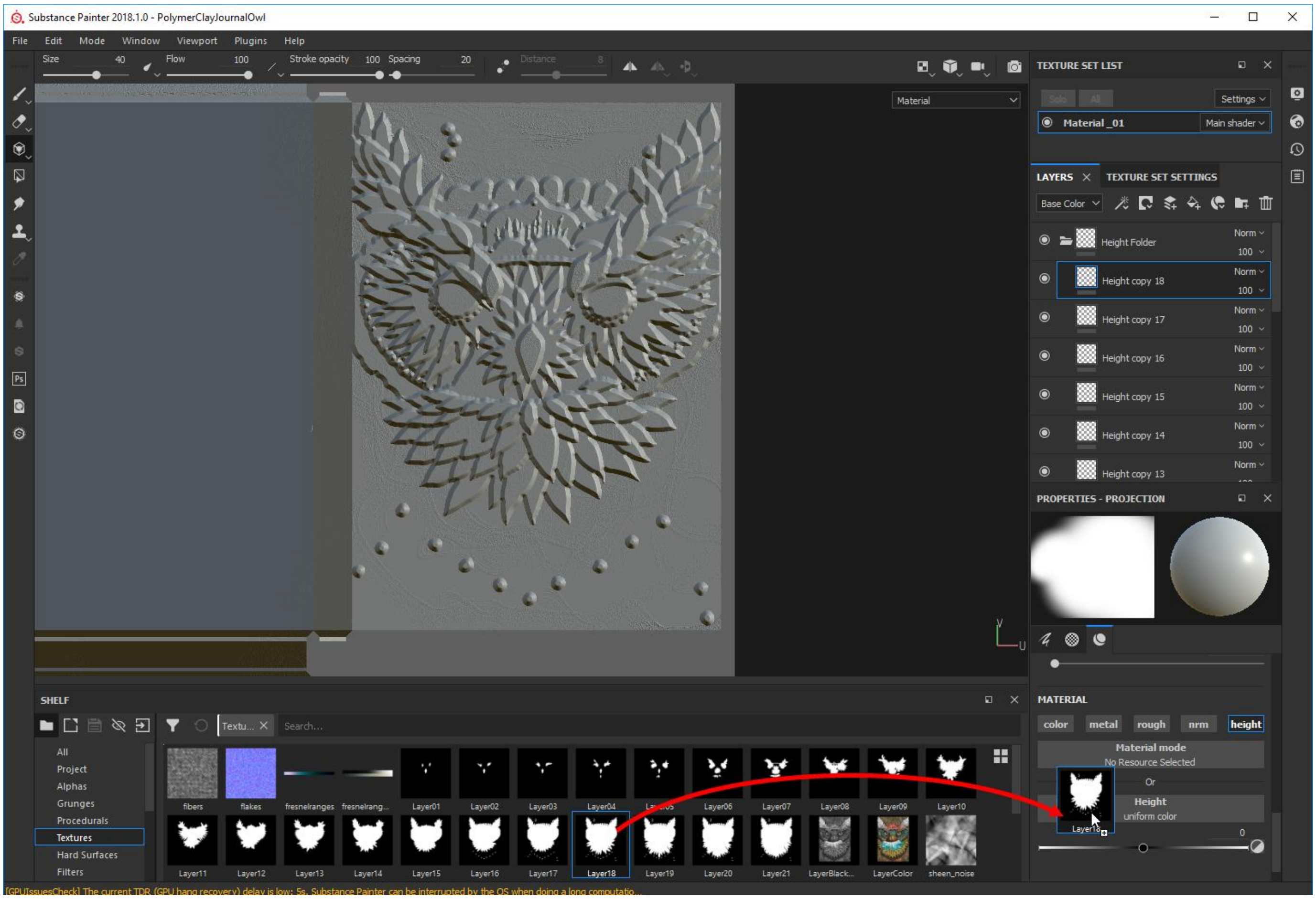
173. Repeat the same step again, duplicate the layer



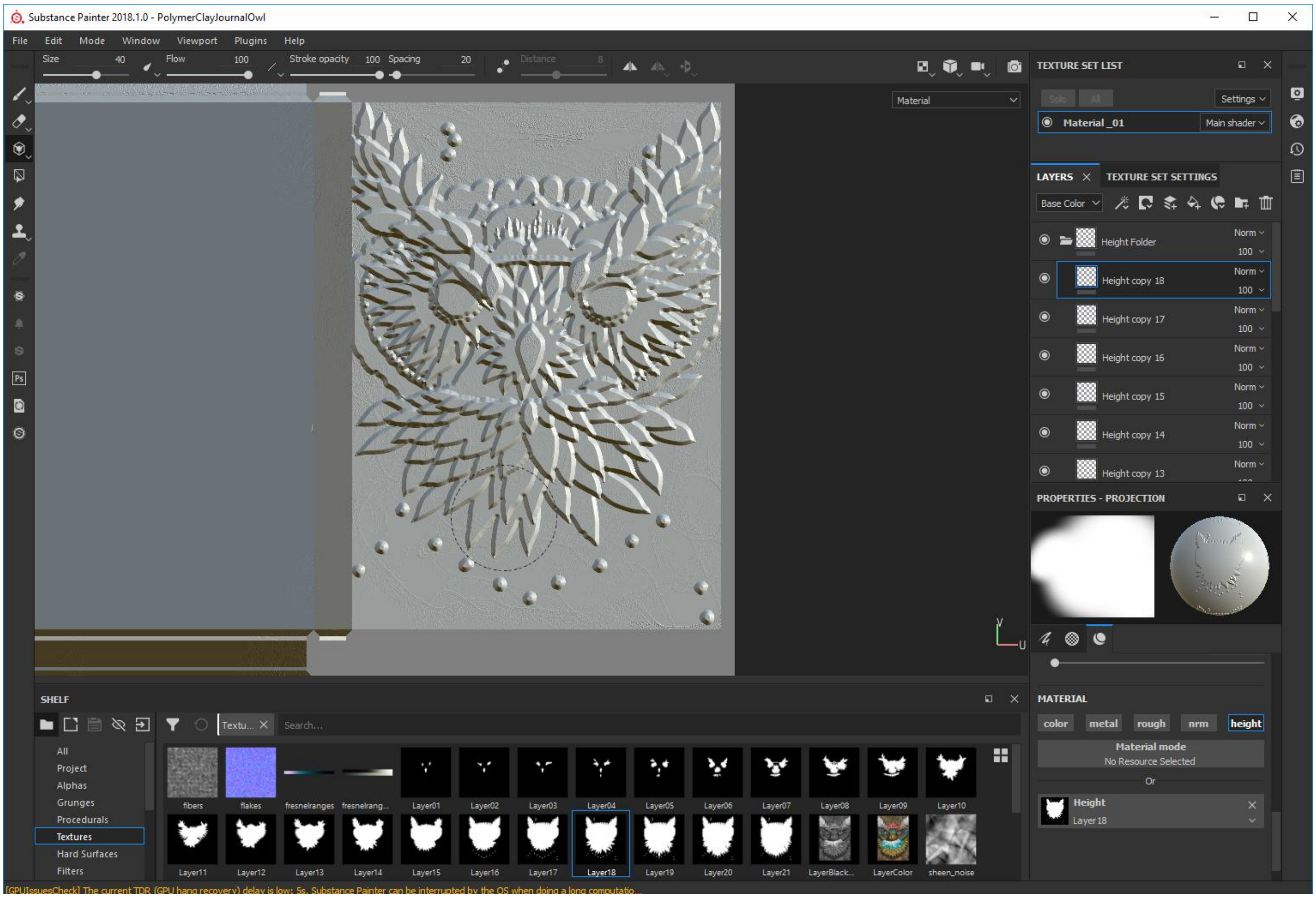
174. After duplicate, you will see Height copy 18, now remove Layer17 in Height



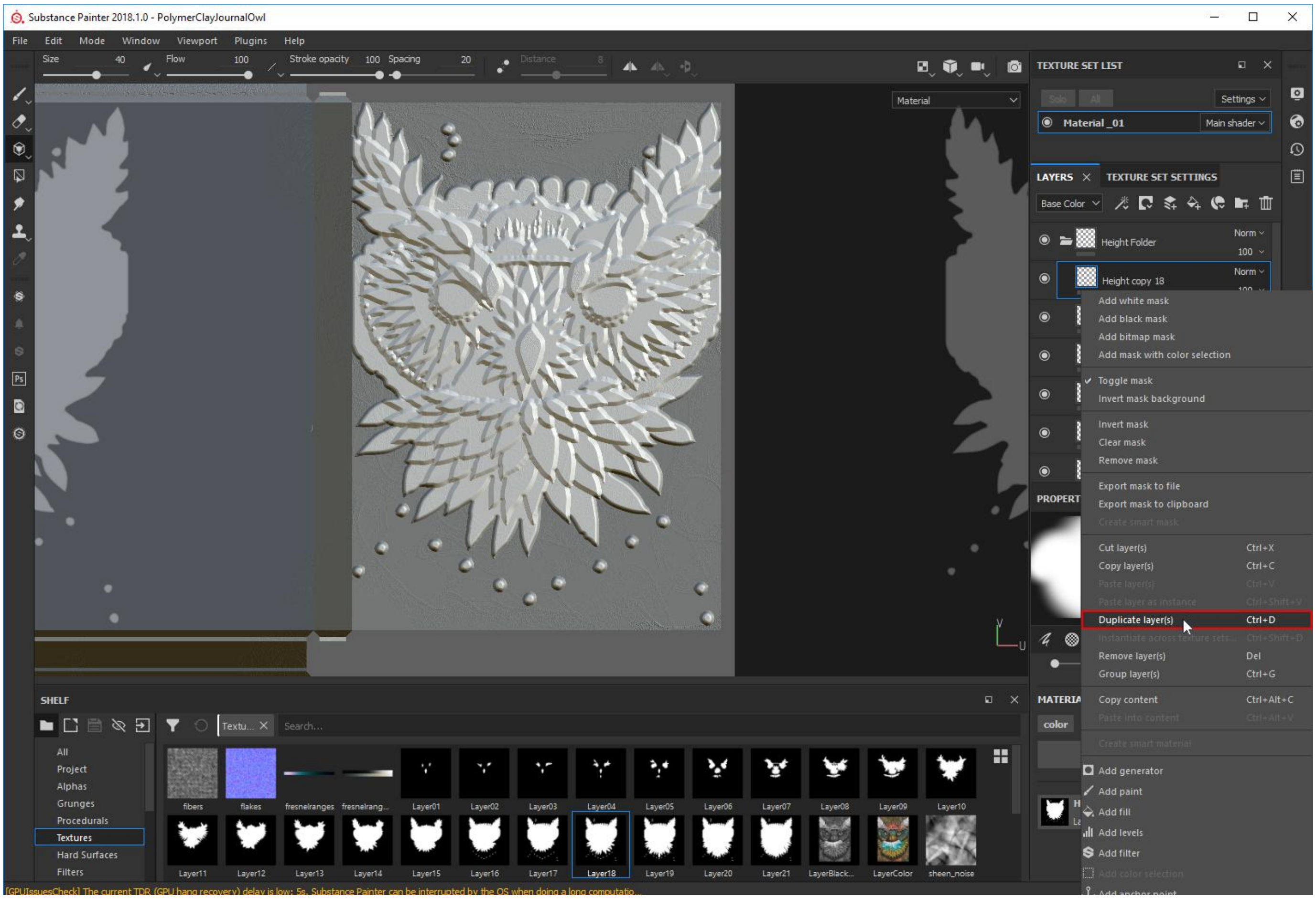
175. Drag Layer18 into Height



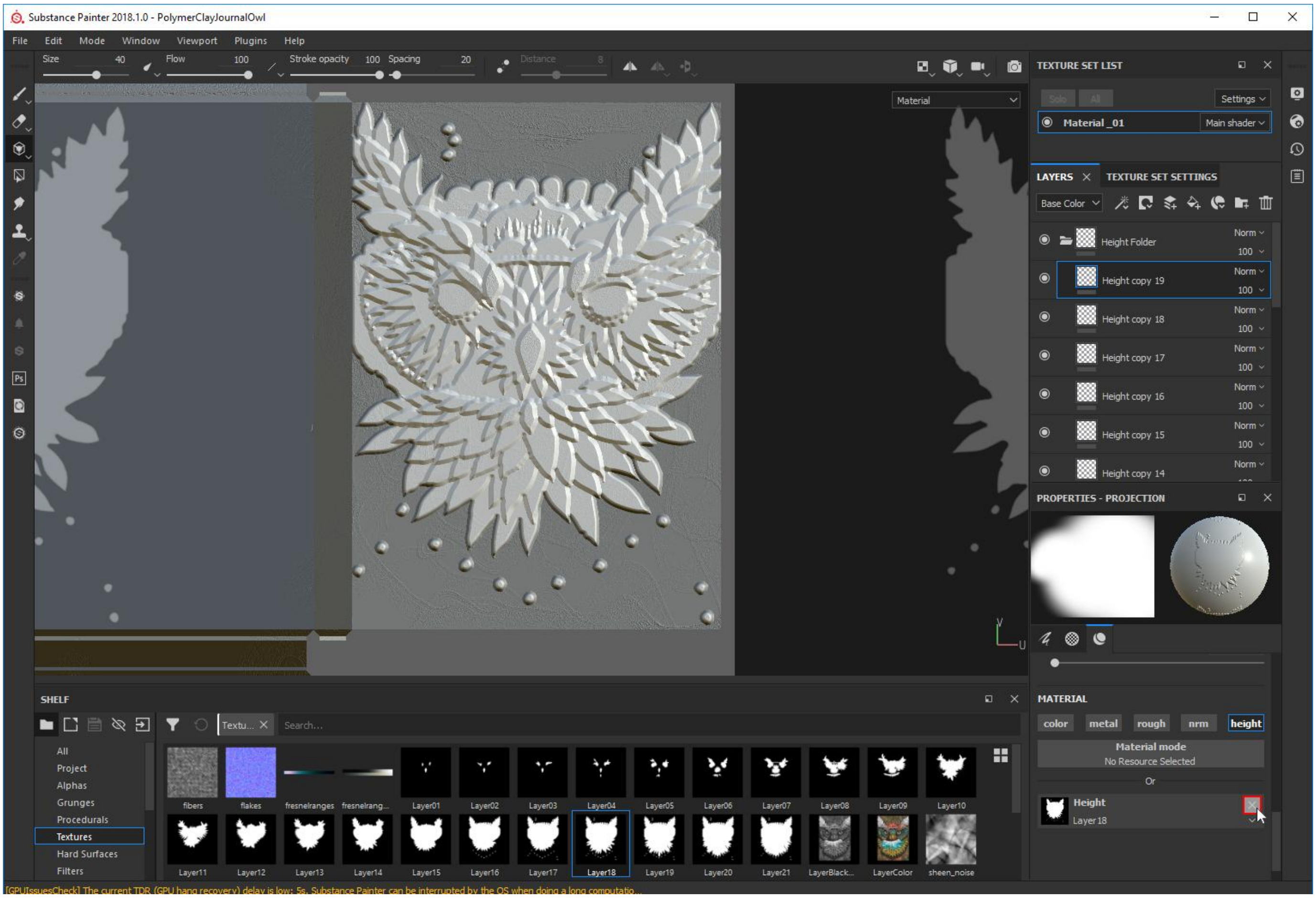
176. After drag Layer18 into height, you can paint it on uv



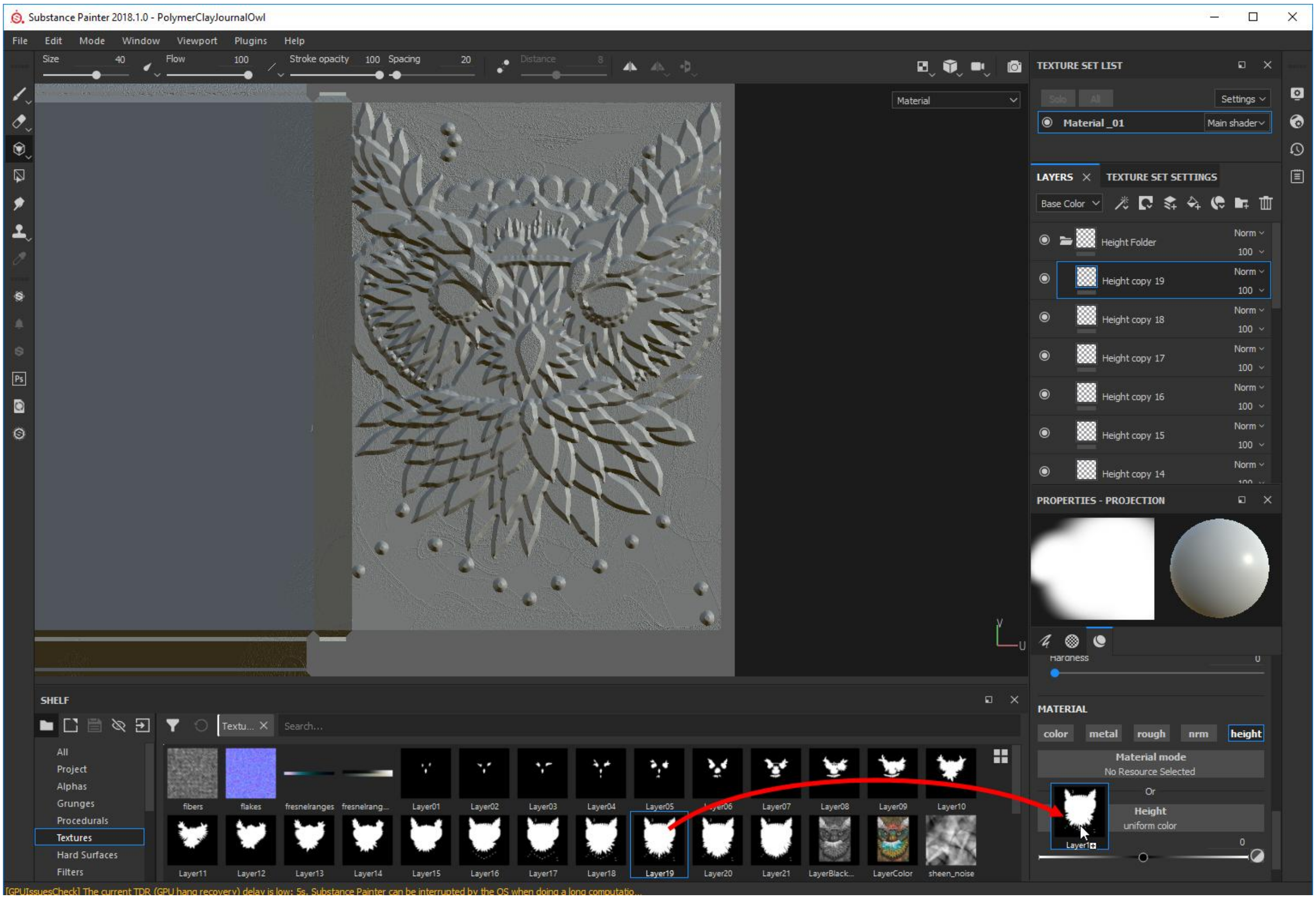
177. Repeat the same step again, duplicate the layer



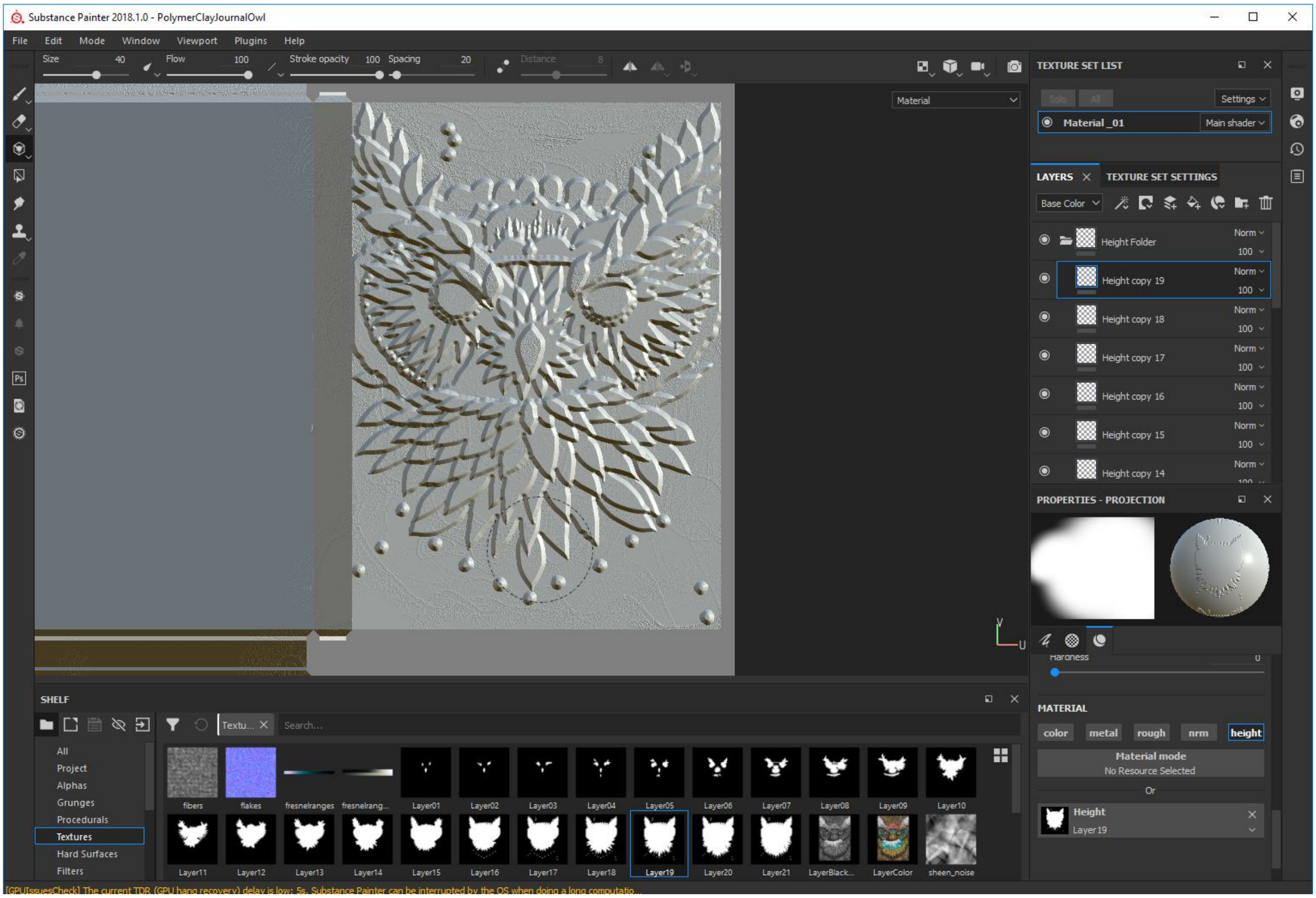
178. After duplicate, you will see Height copy 19, now remove Layer18 in Height



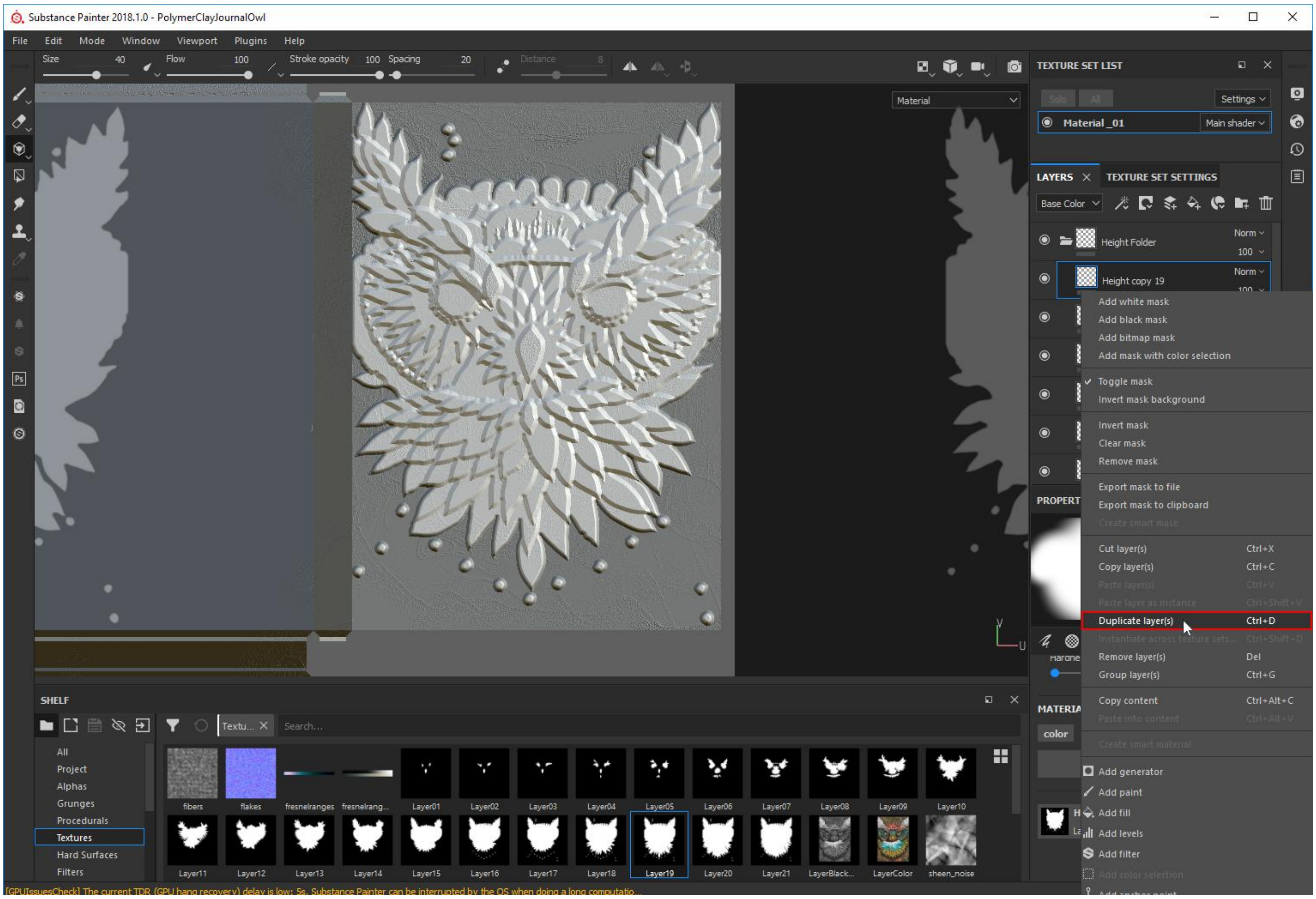
179. Drag Layer19 into Height



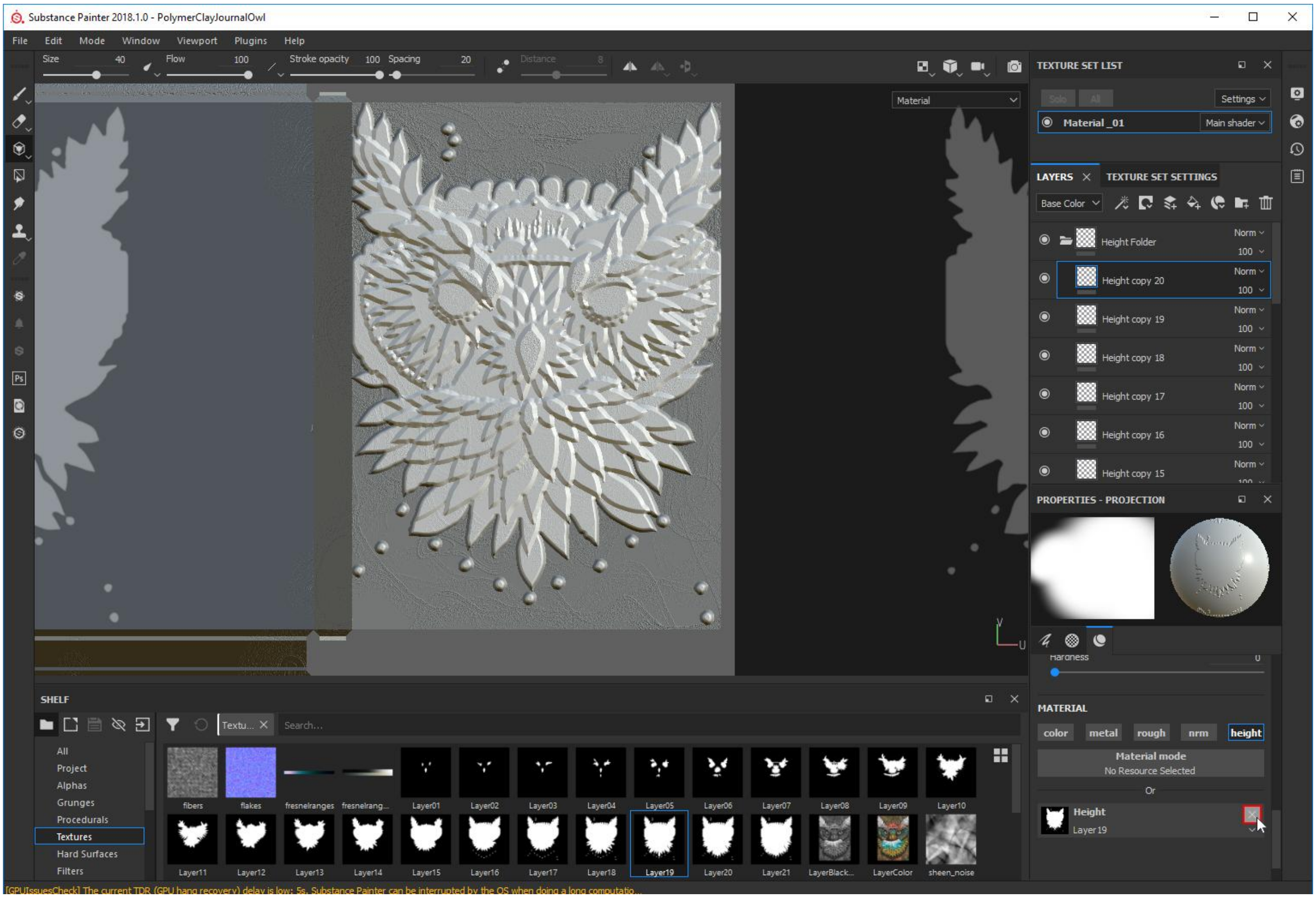
180. After drag Layer19 into height, you can paint it on uv



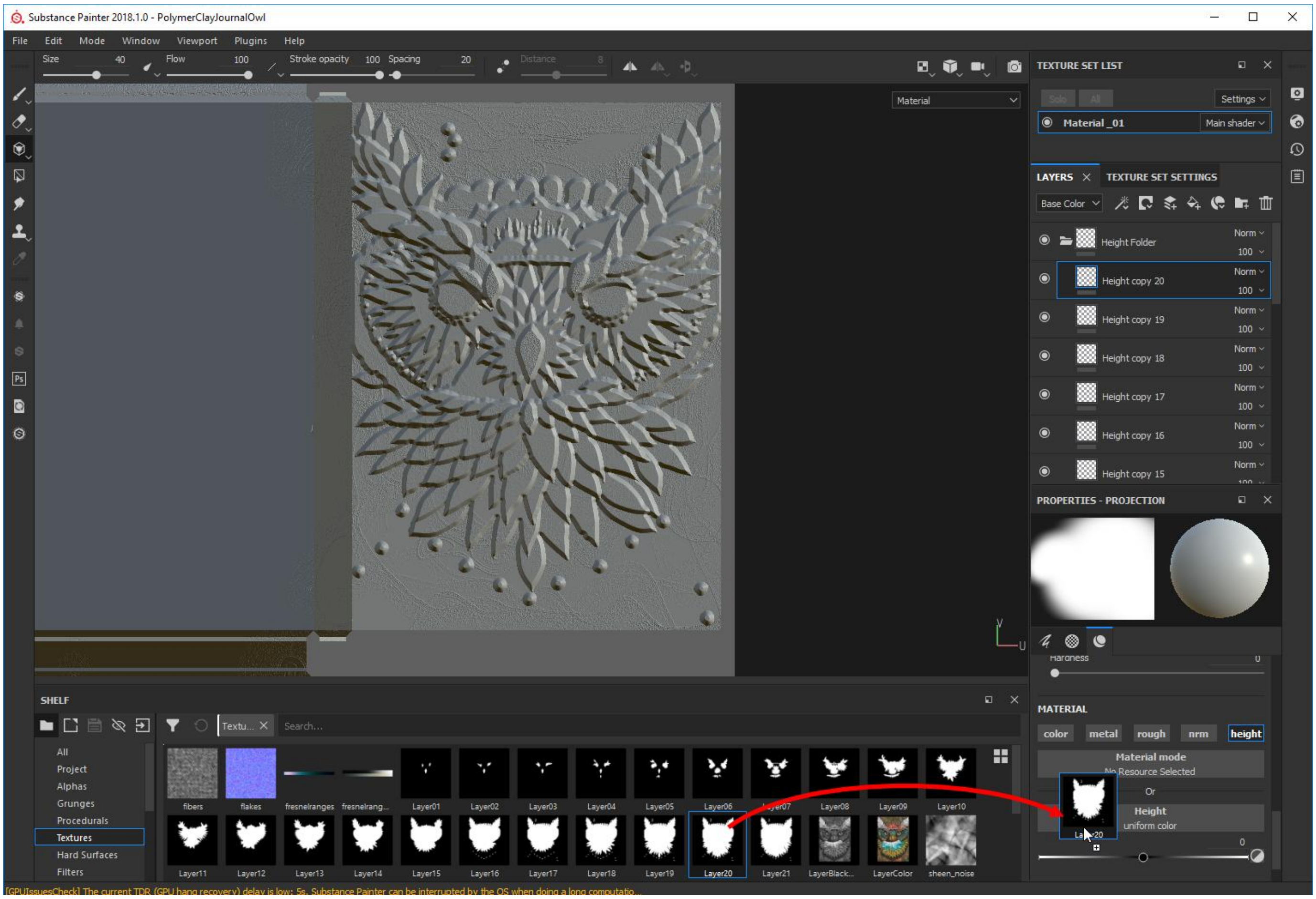
181. Repeat the same step again, duplicate the layer



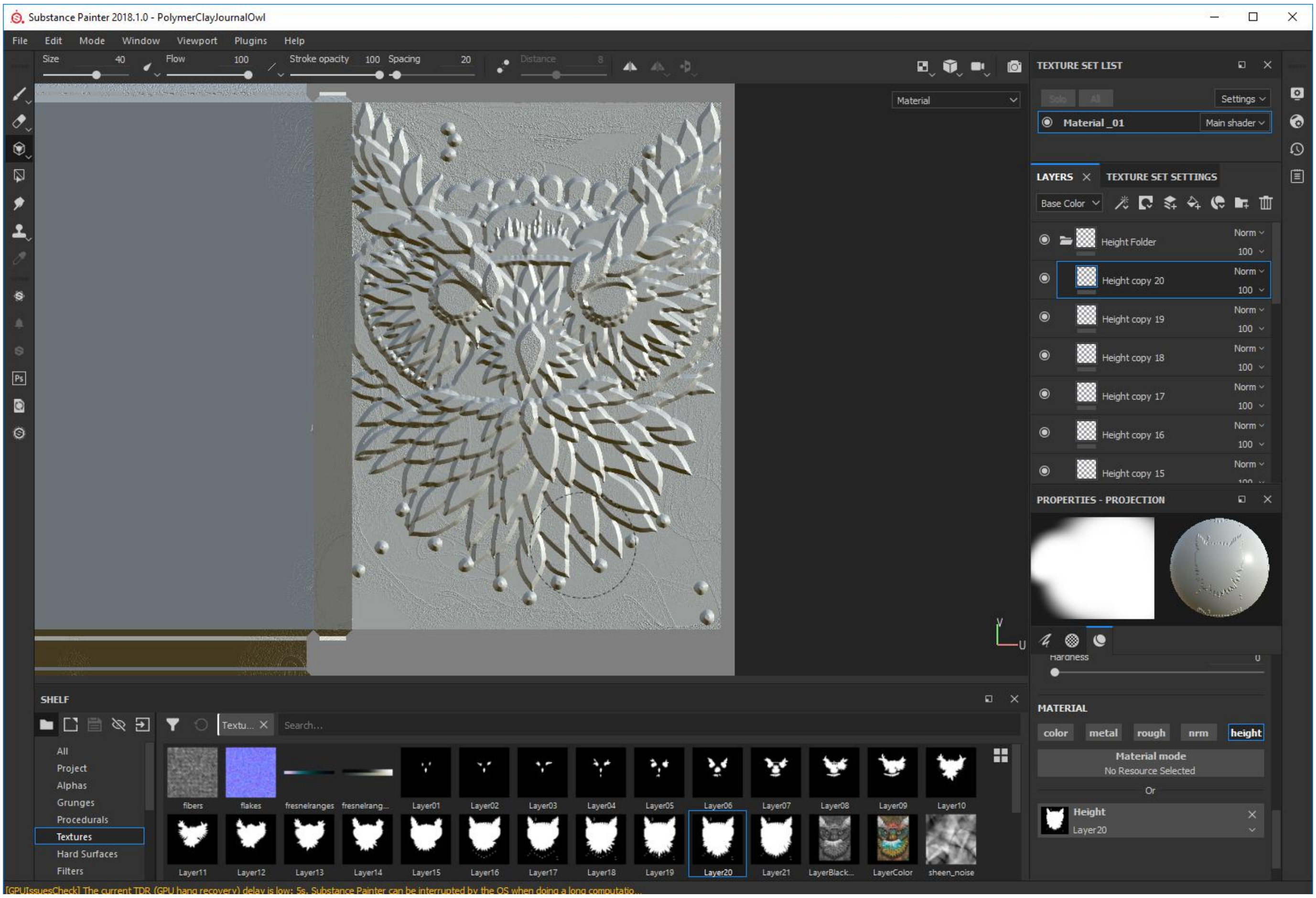
182. After duplicate, you will see Height copy 20, now remove Layer19 in Height



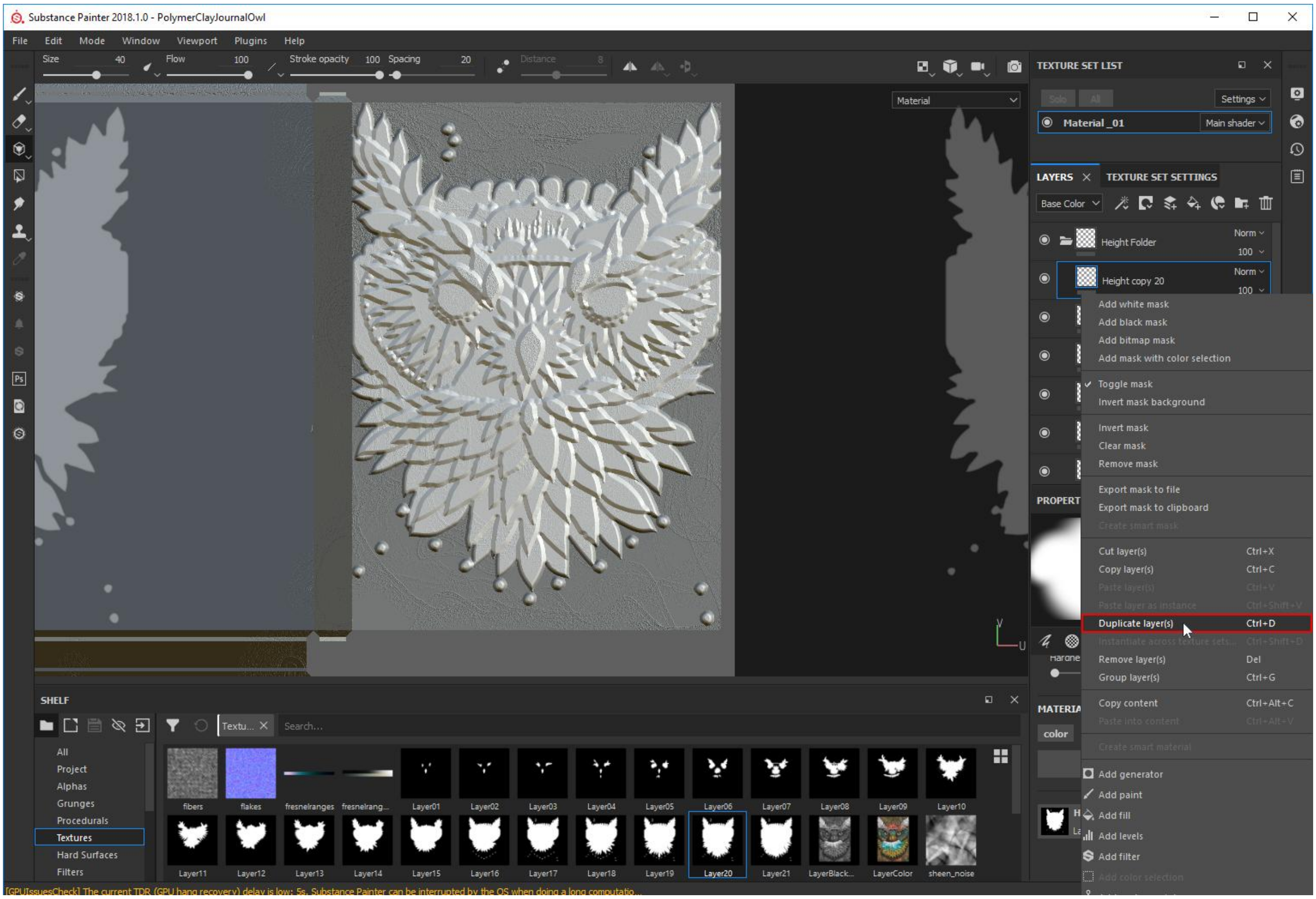
183. Drag Layer20 into Height



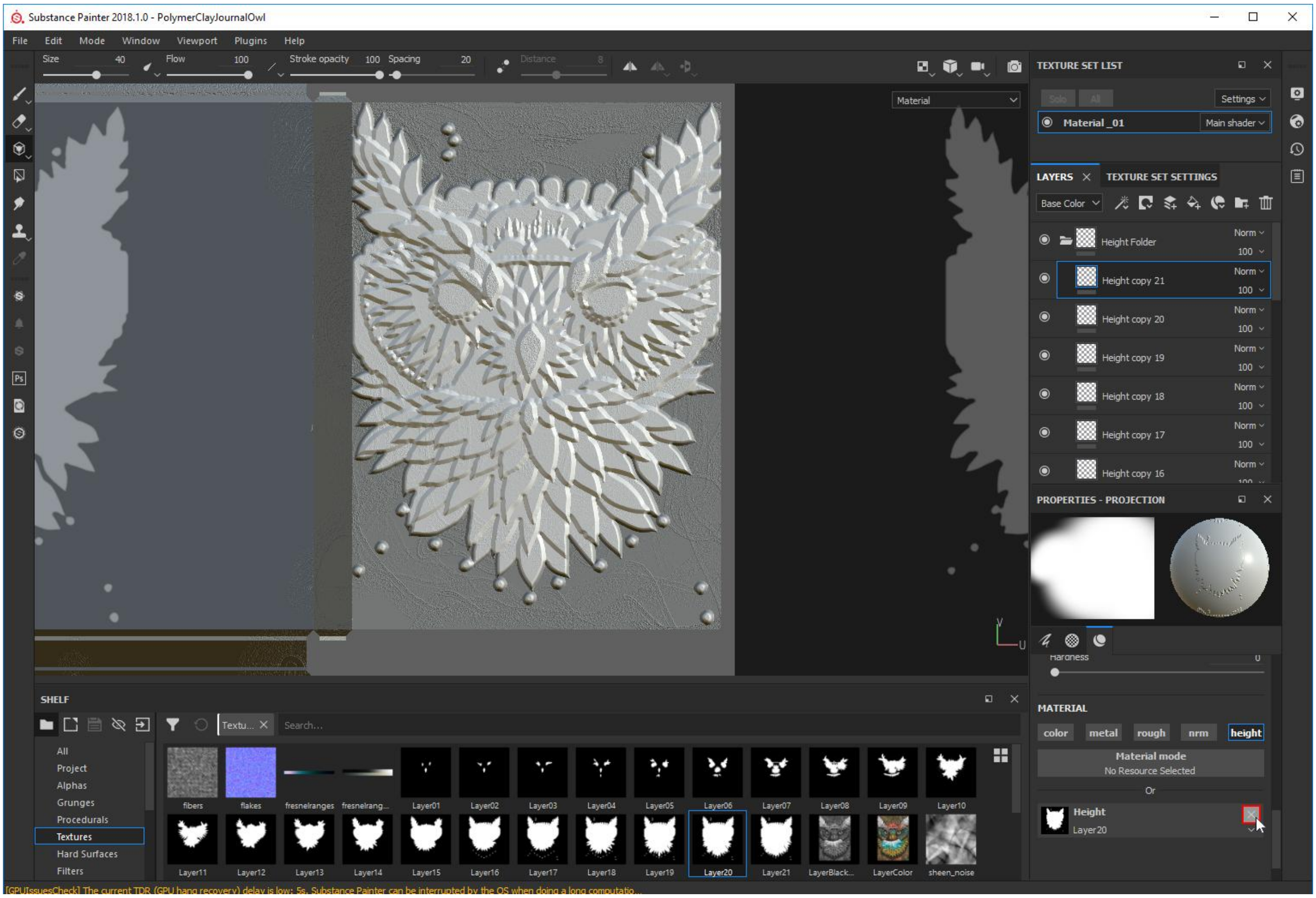
184. After drag Layer20 into height, you can paint it on uv



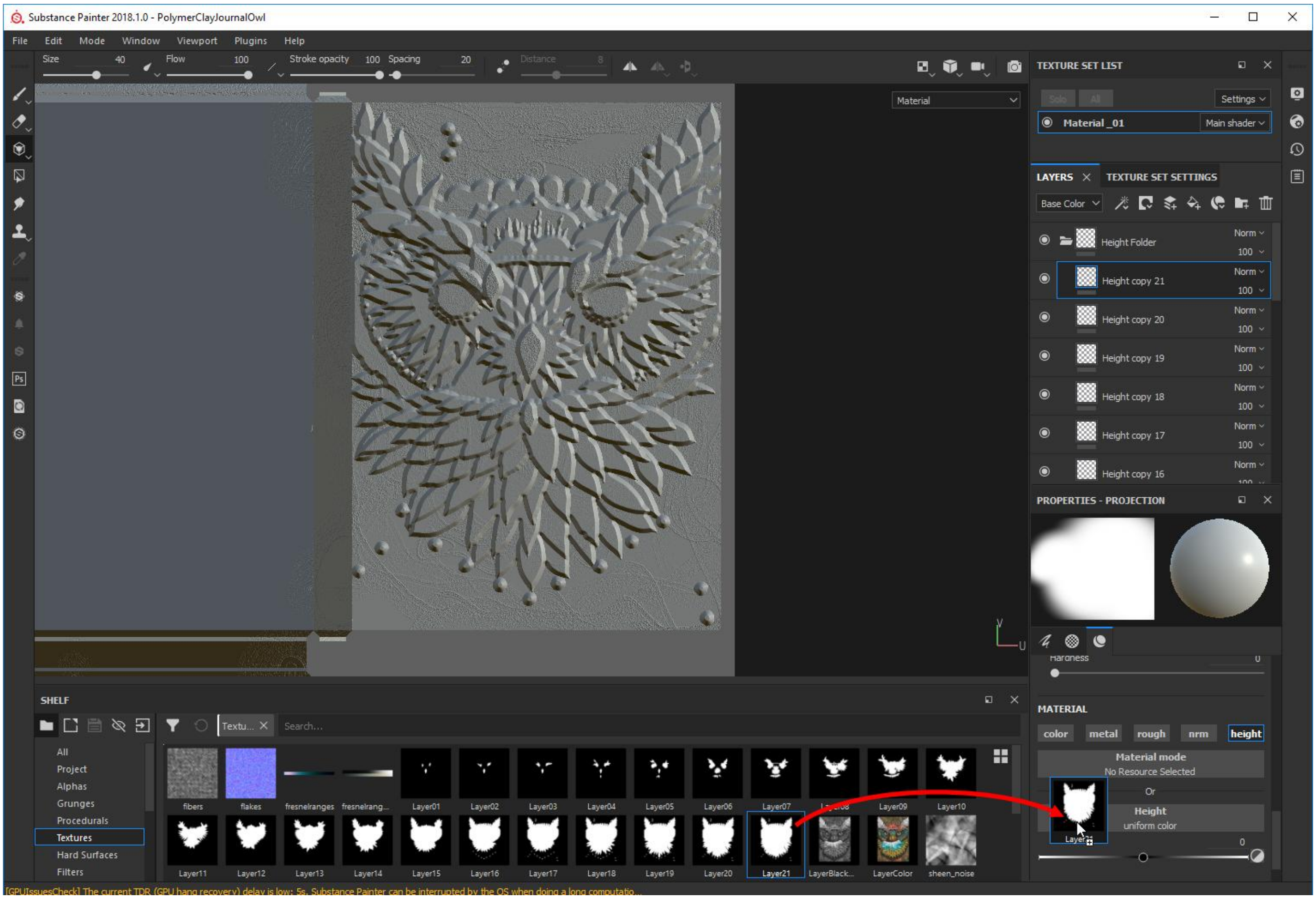
185. Repeat the same step again, duplicate the layer



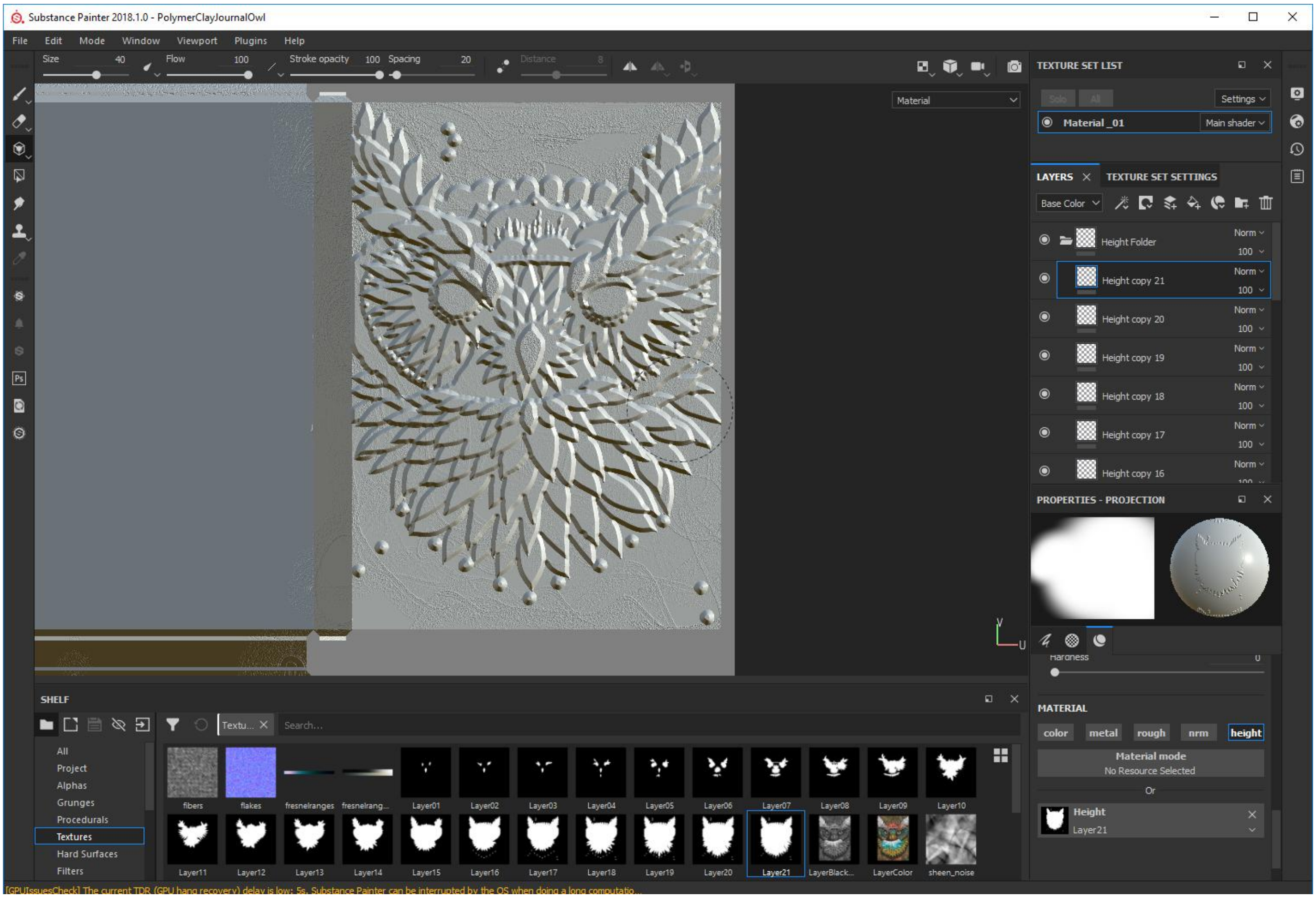
186. After duplicate, you will see Height copy 21, now remove Layer20 in Height



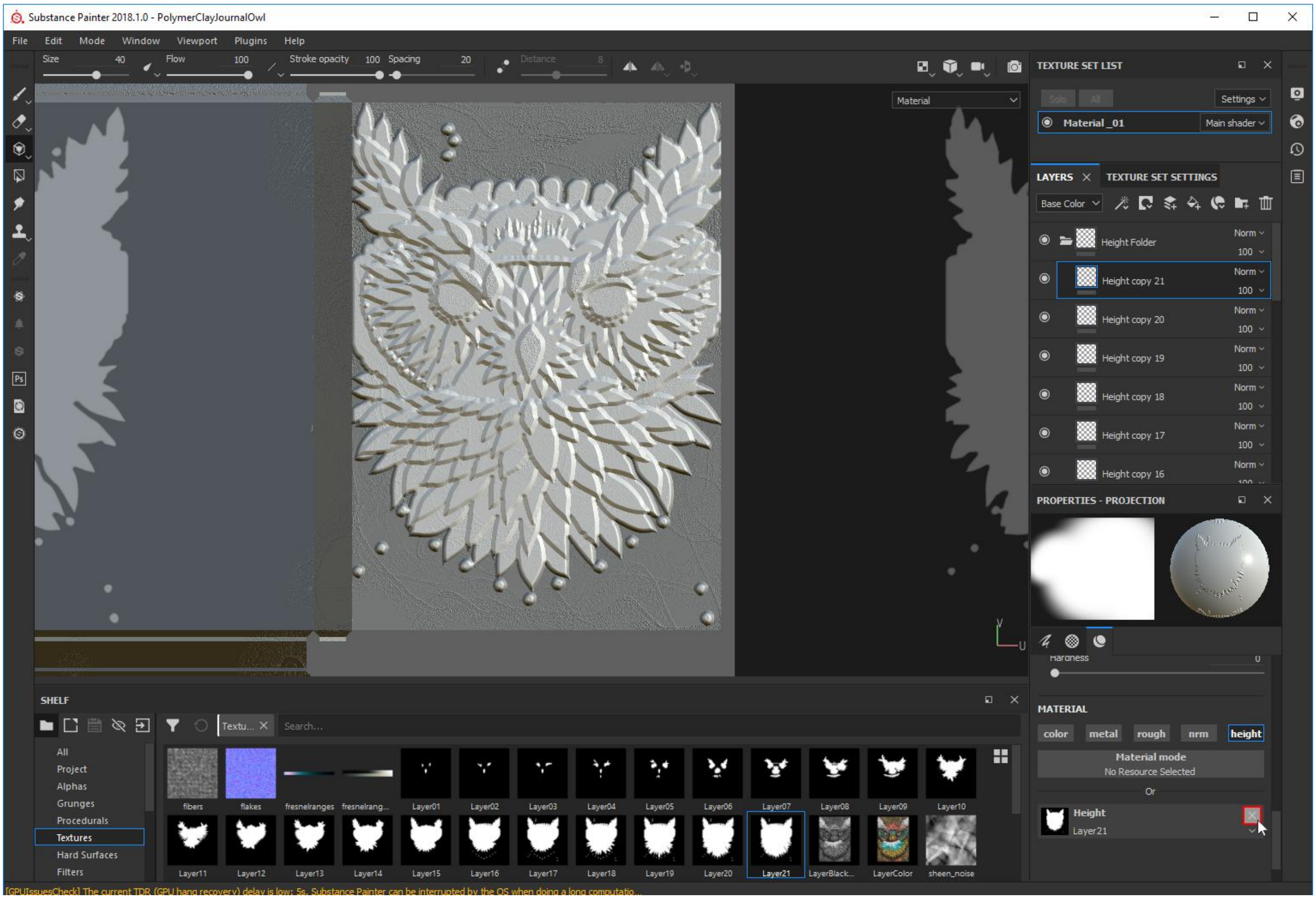
187. Drag Layer21 into Height



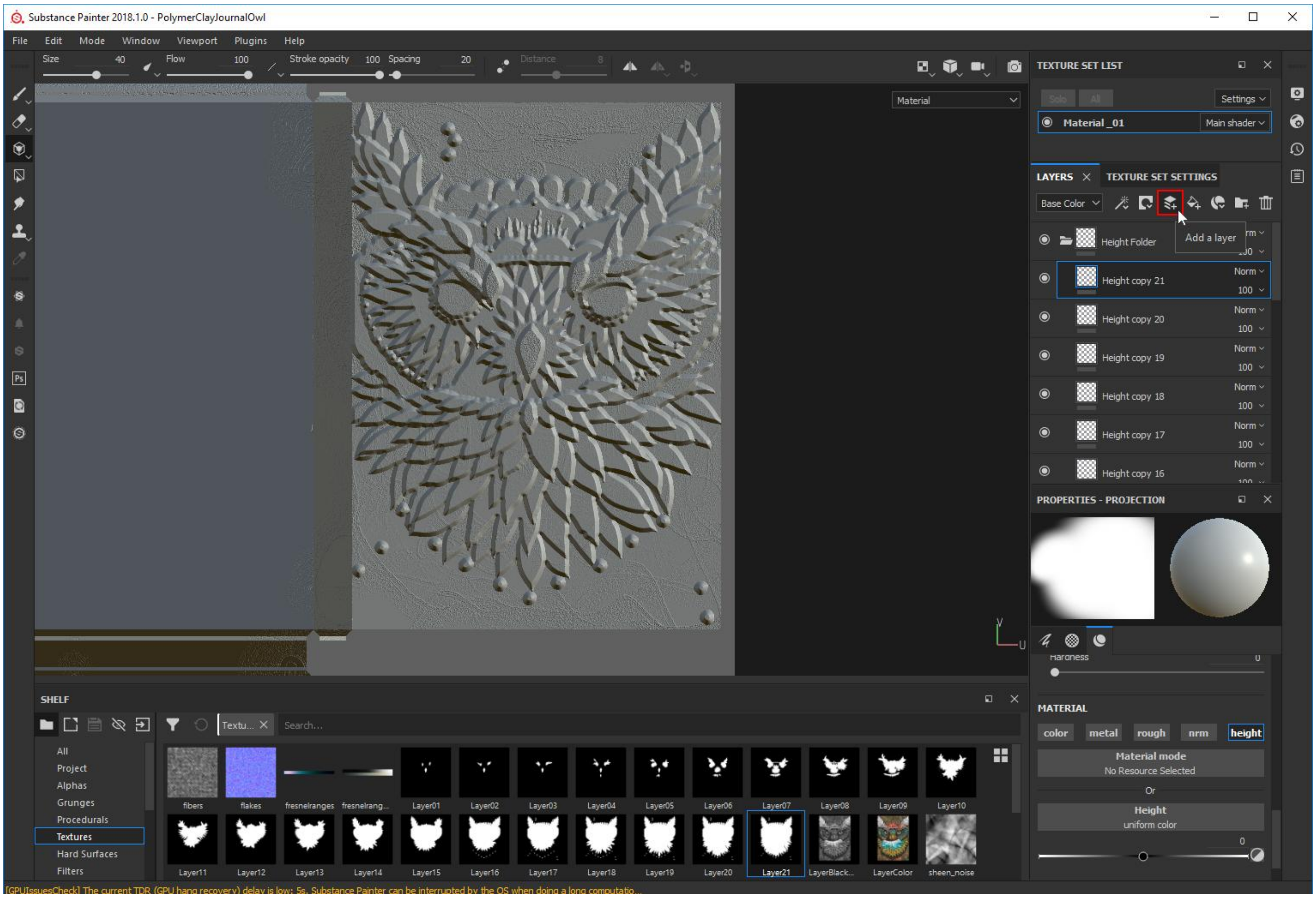
188. After drag Layer21 into height, you can paint it on uv



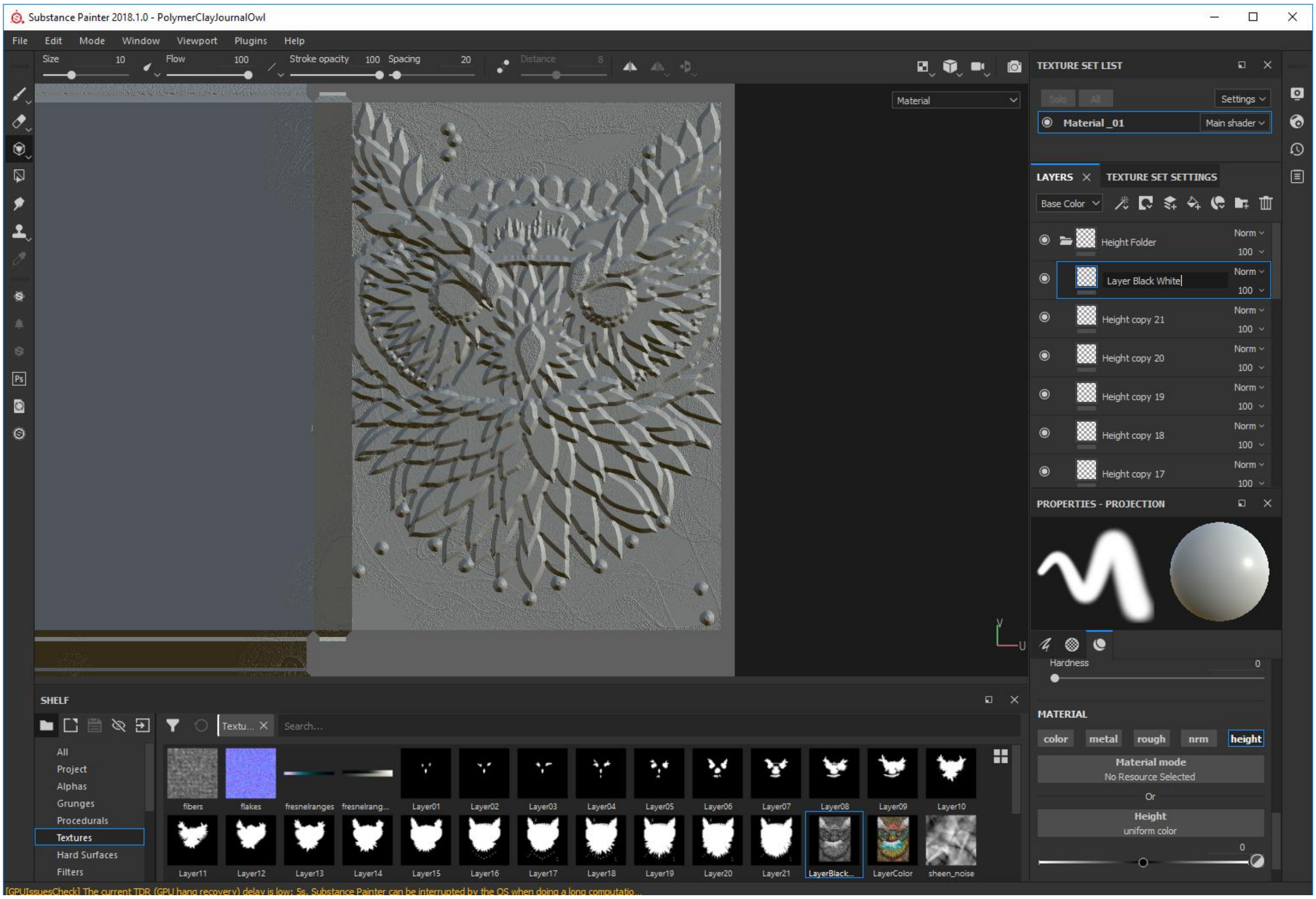
189. After finish paint Layer21, you can remove Layer21 from Height



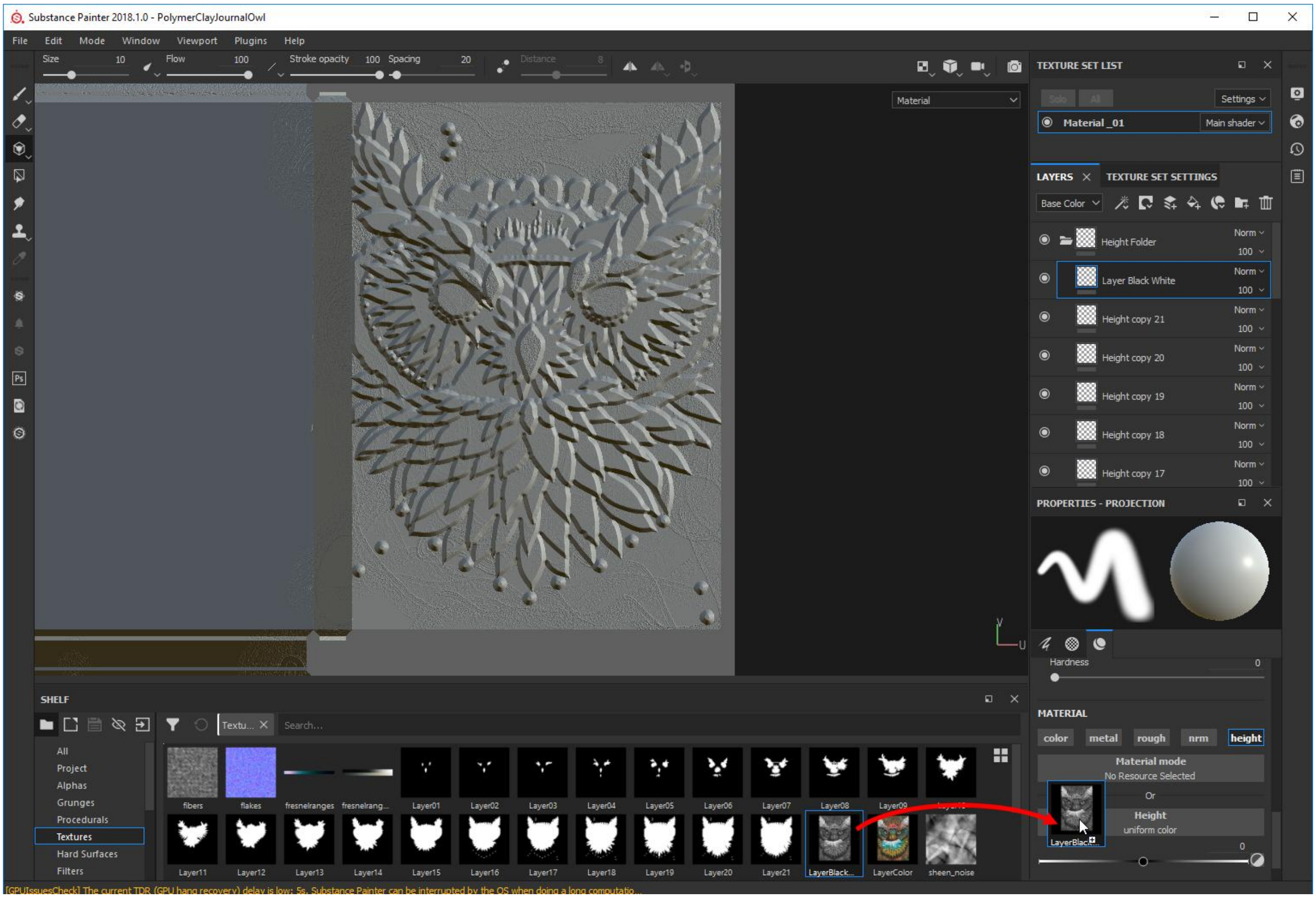
190. Click Add a layer



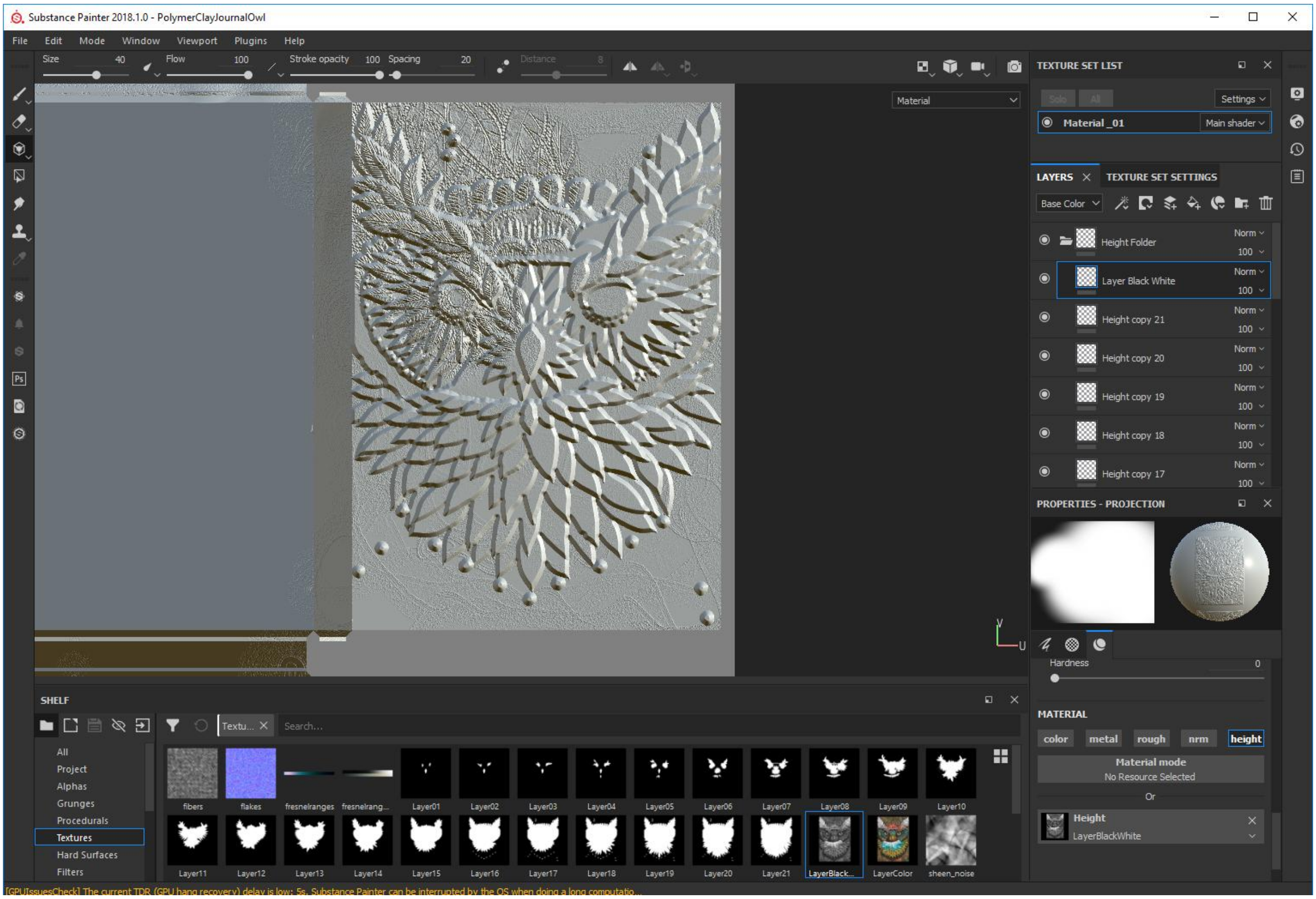
191. Rename the layer as Layer Black White



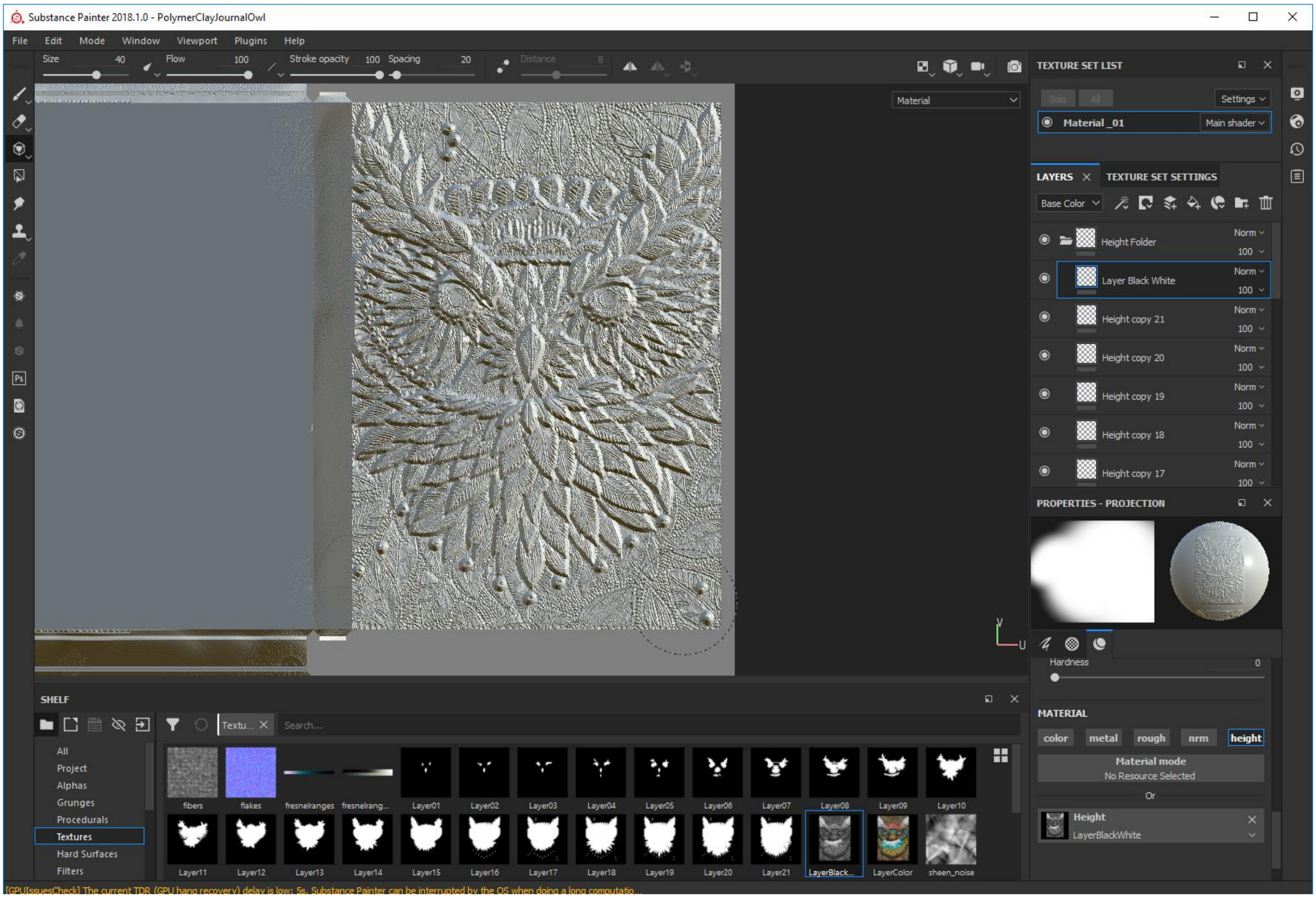
192. Drag LayerBlackWhite into height



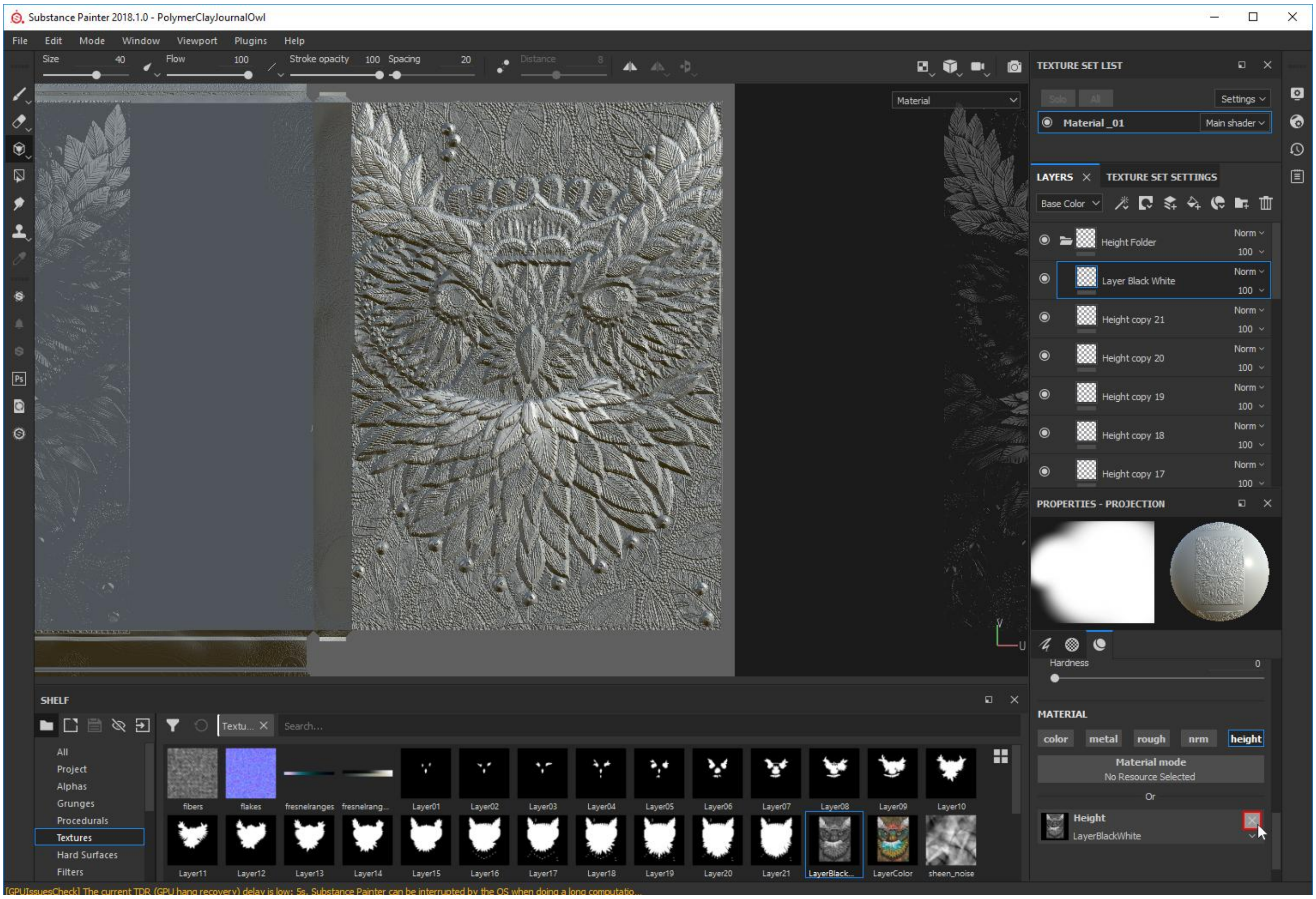
193. Paint the LayerBlackWhite



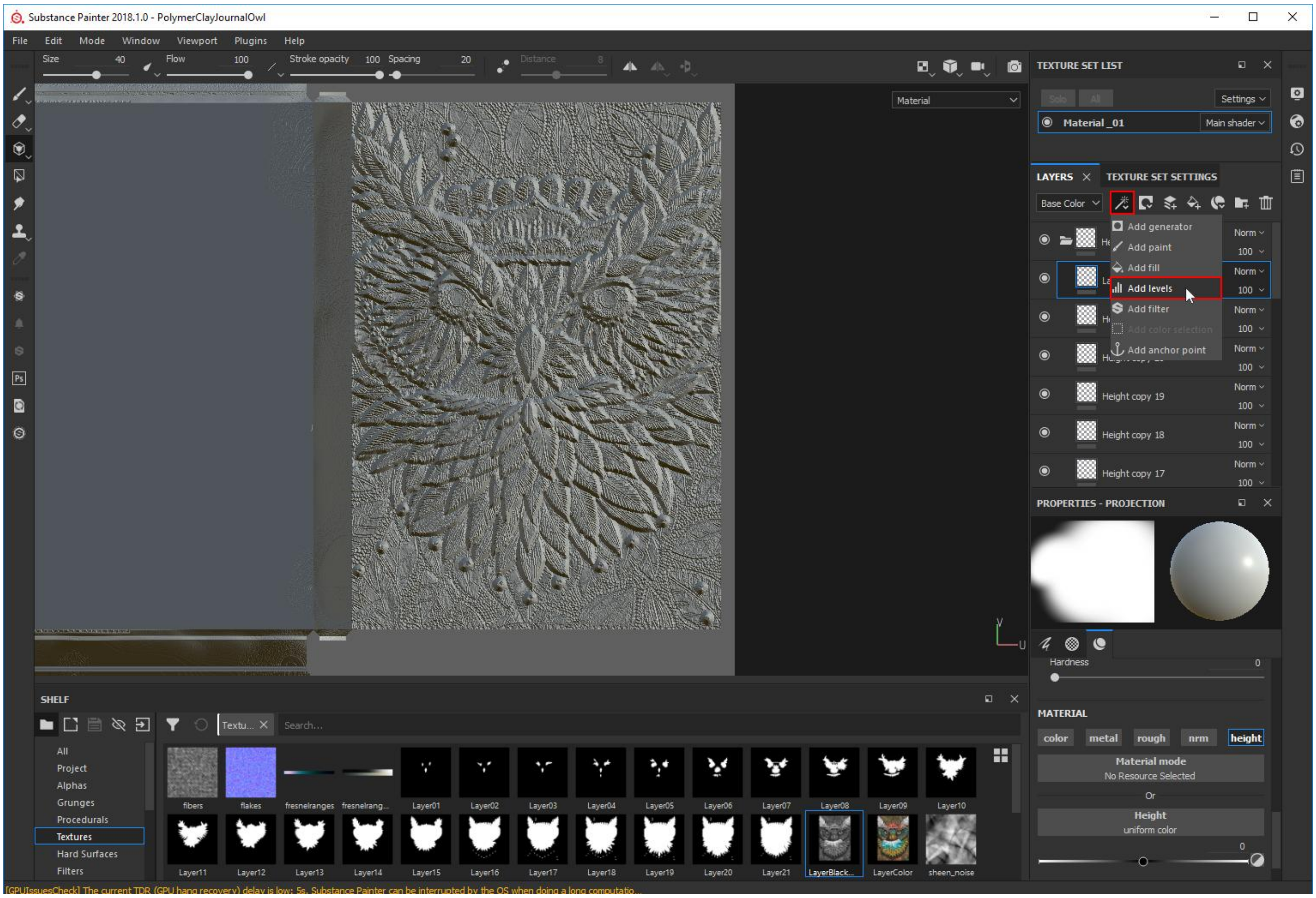
194. After finish paint LayerBlackWhite 049



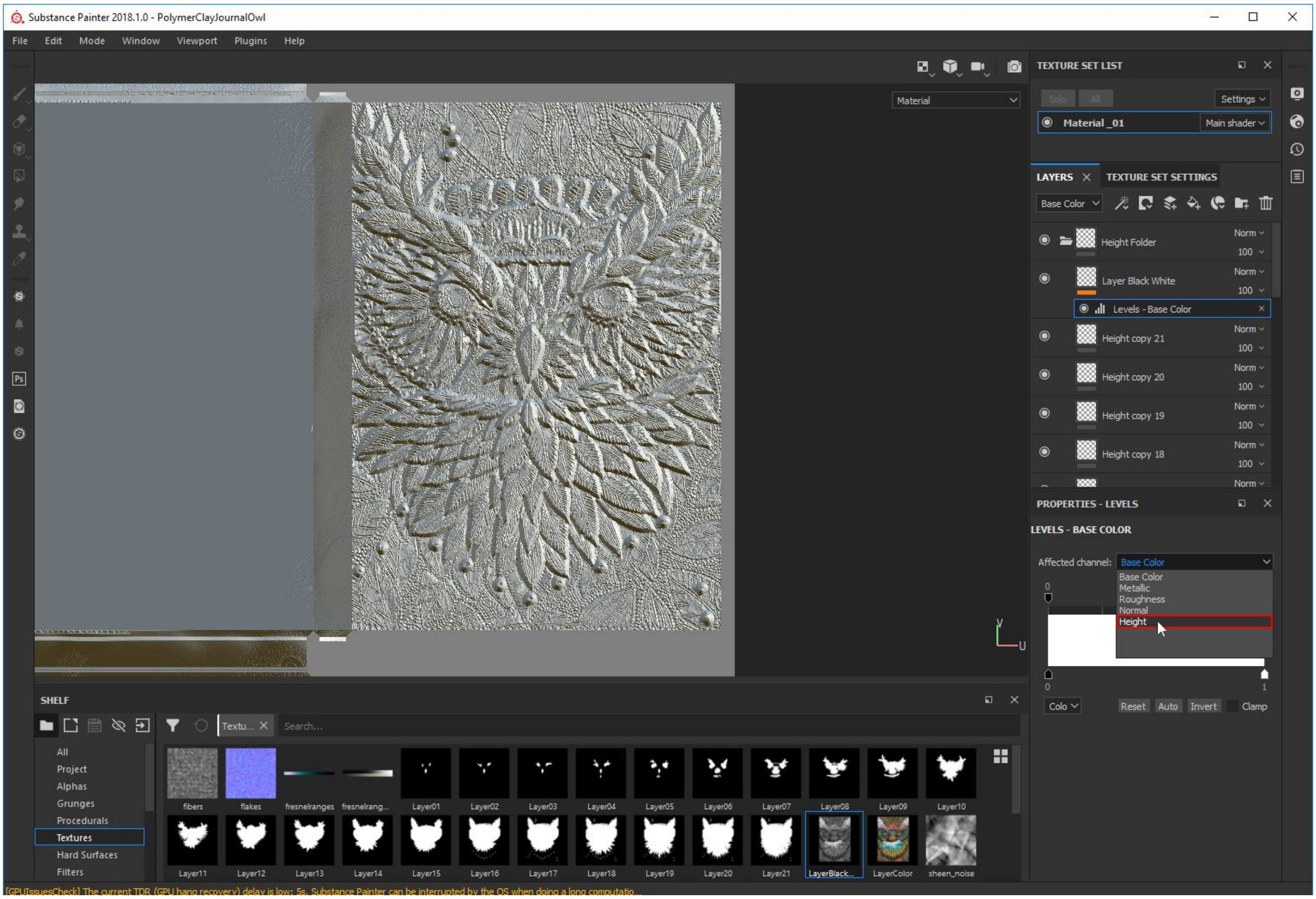
195. After finish paint, you can remove LayerBlackWhite



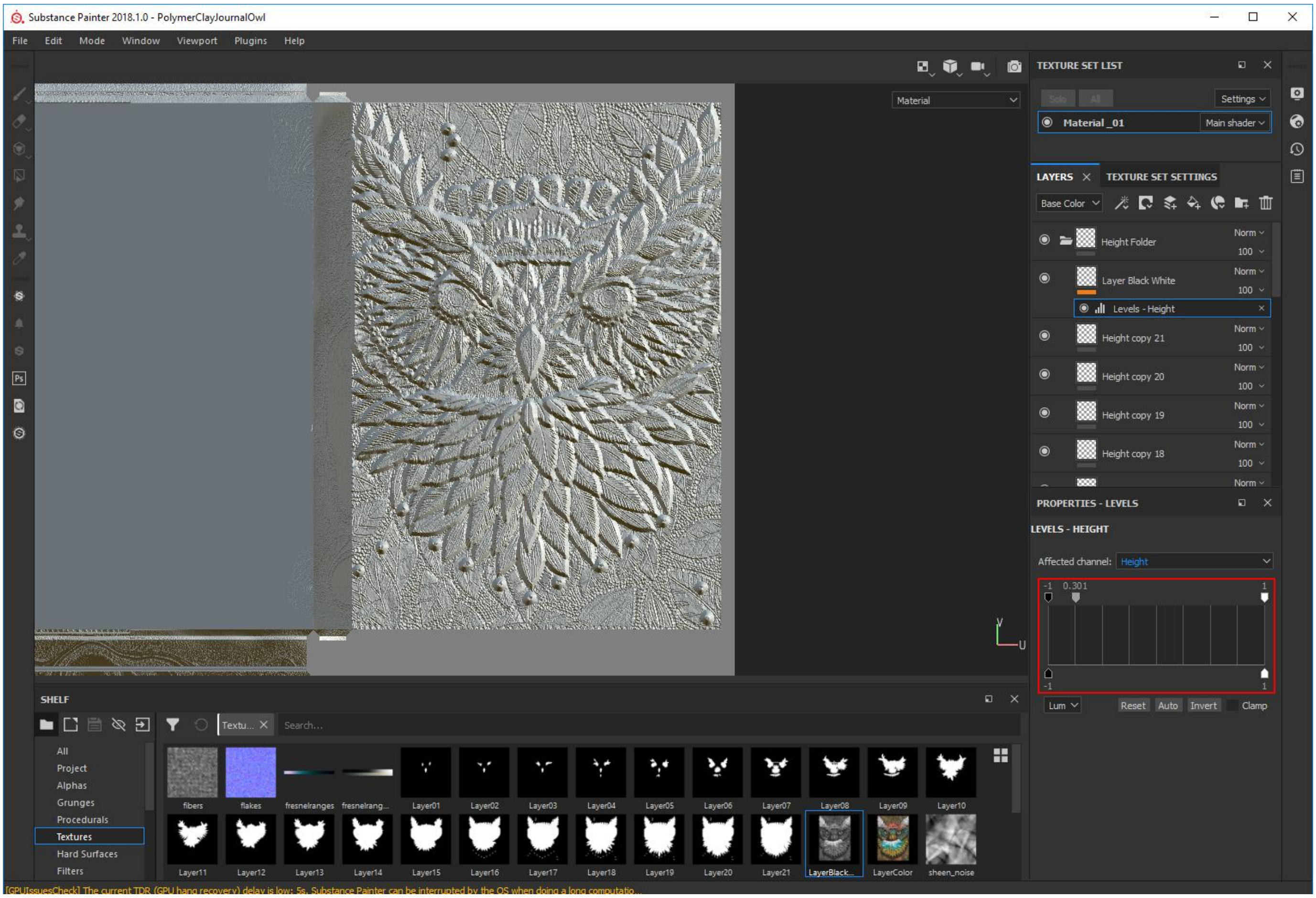
196. Add levels



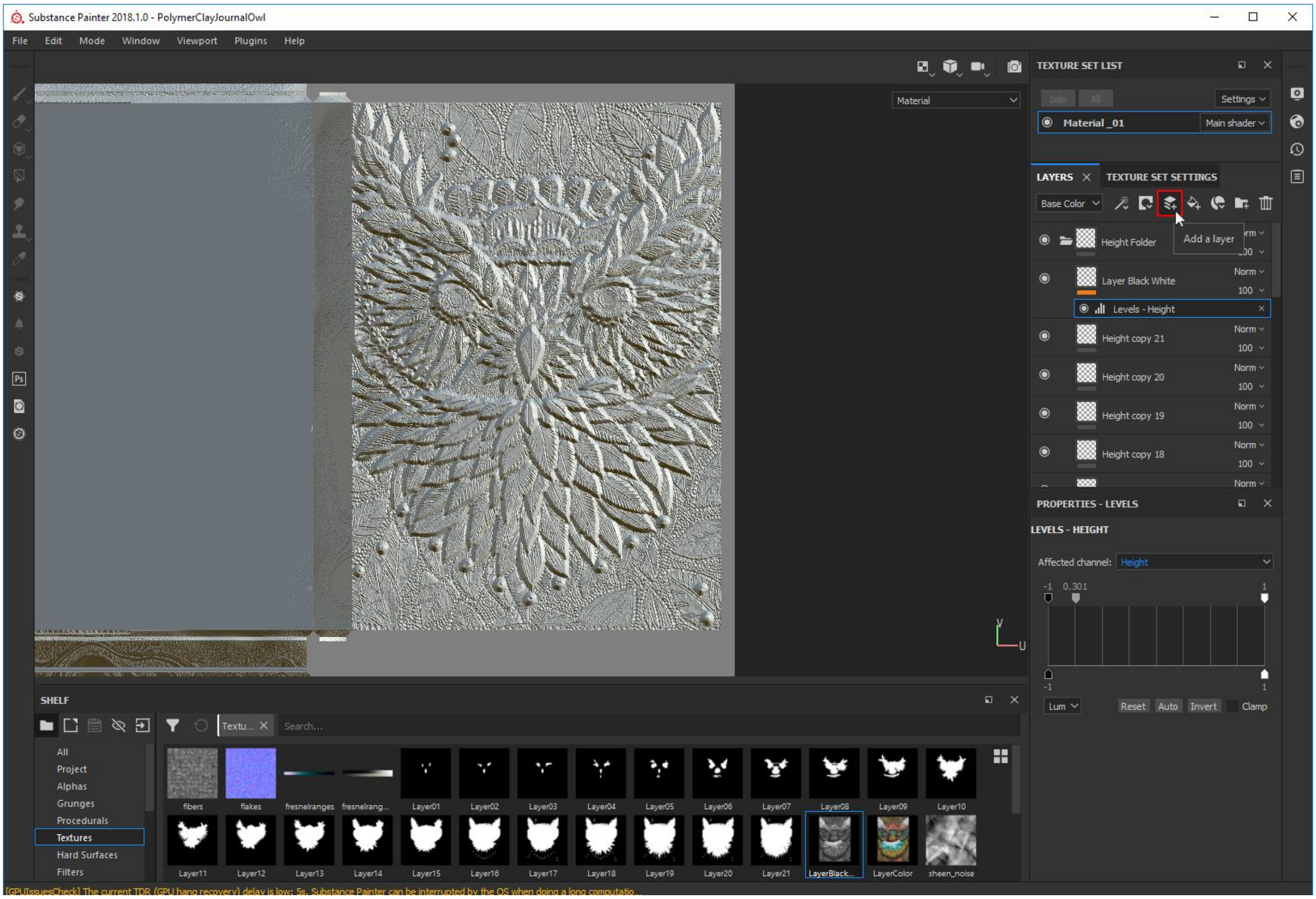
197. Affected Channel → Height



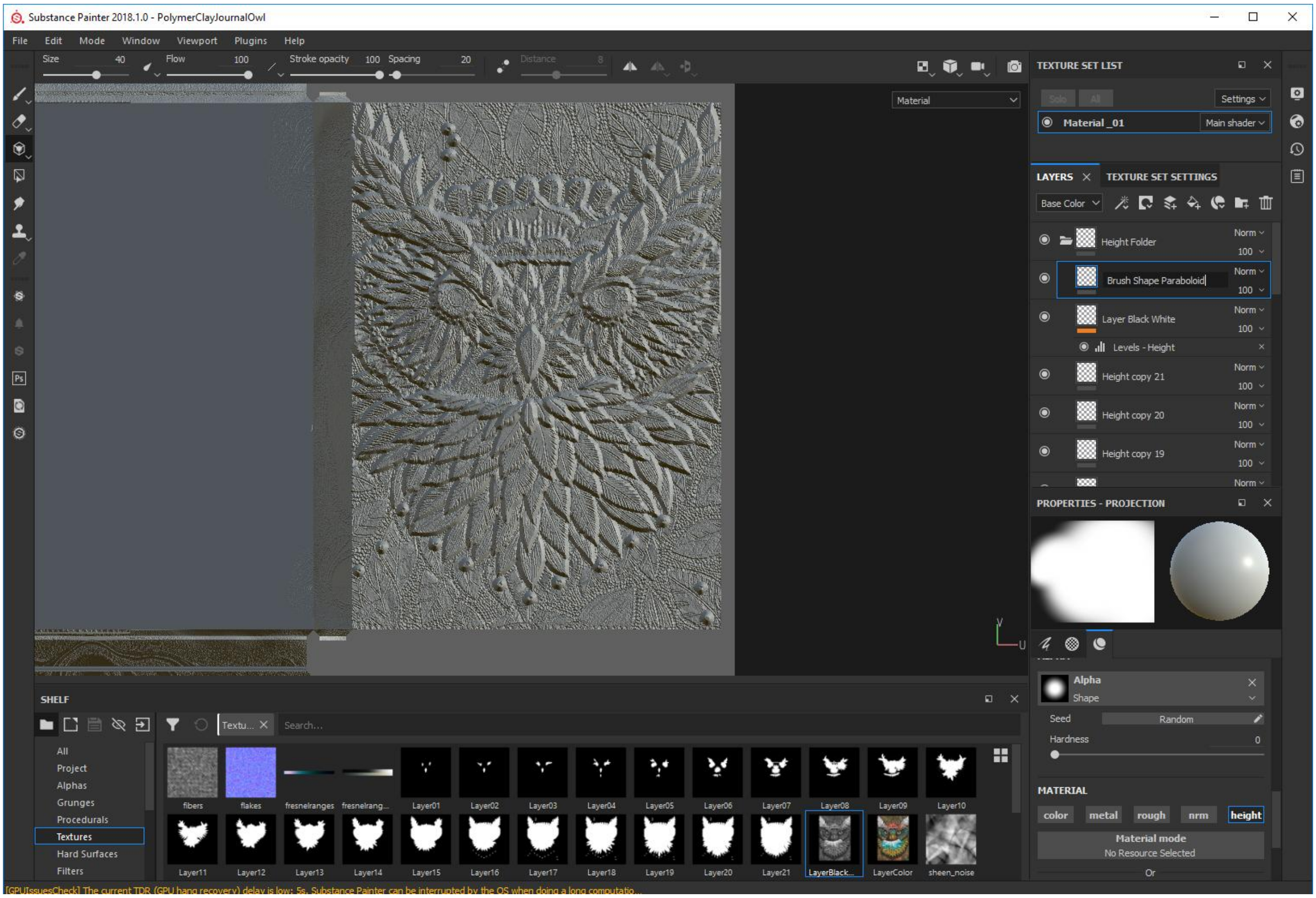
198. Adjust the height output



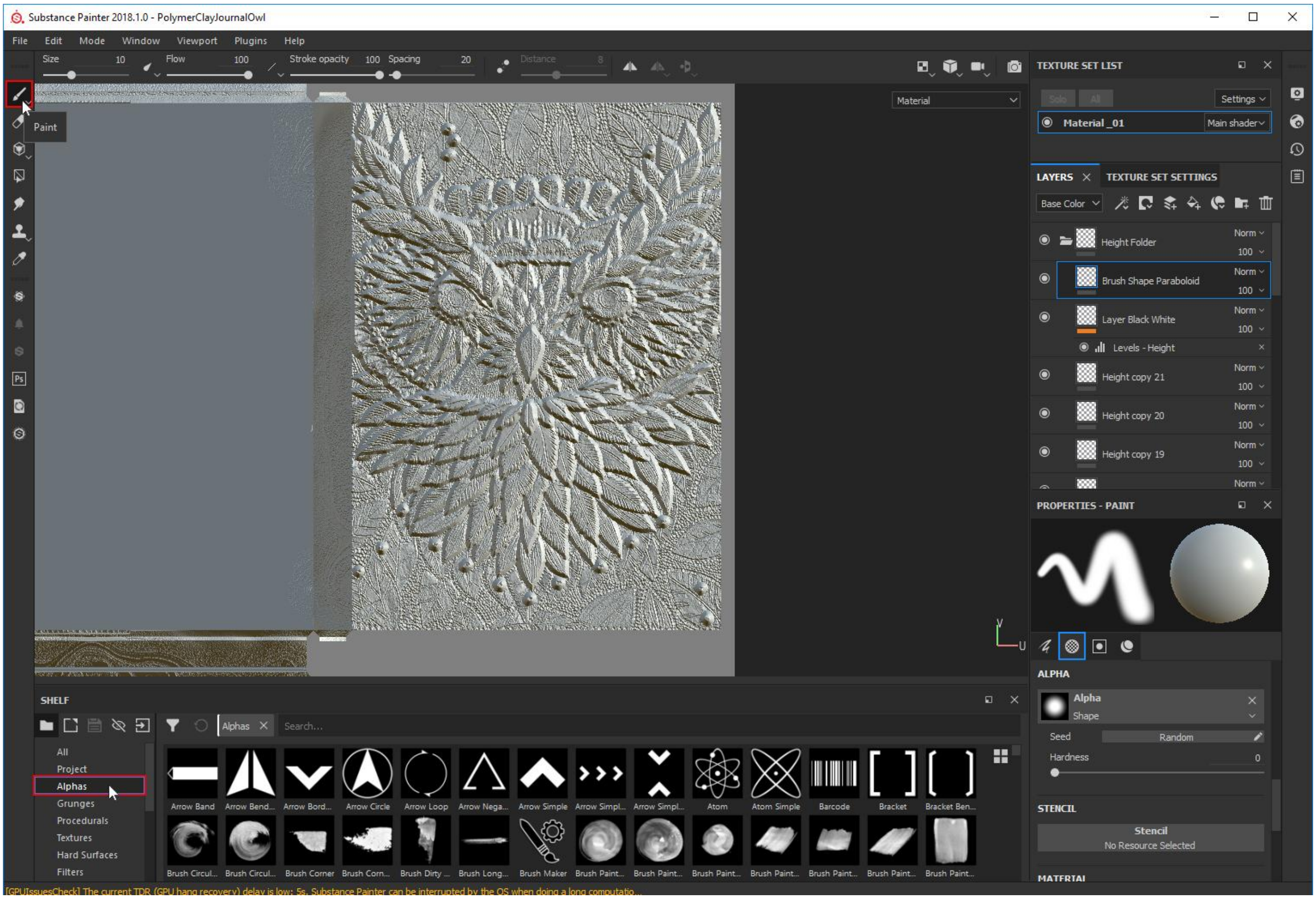
199. Click add a layer



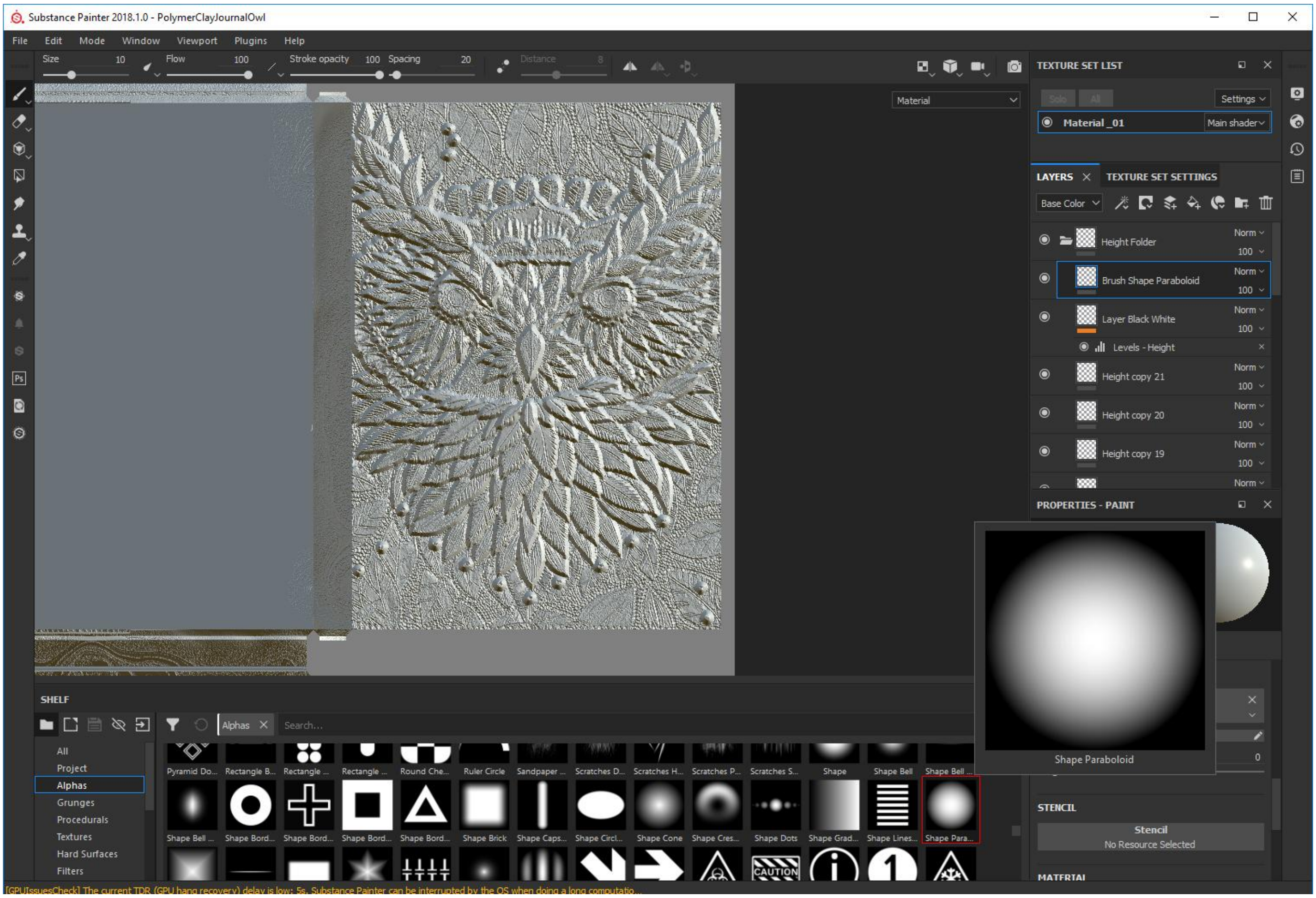
200. Rename layer as Brush Shape Paraboloid



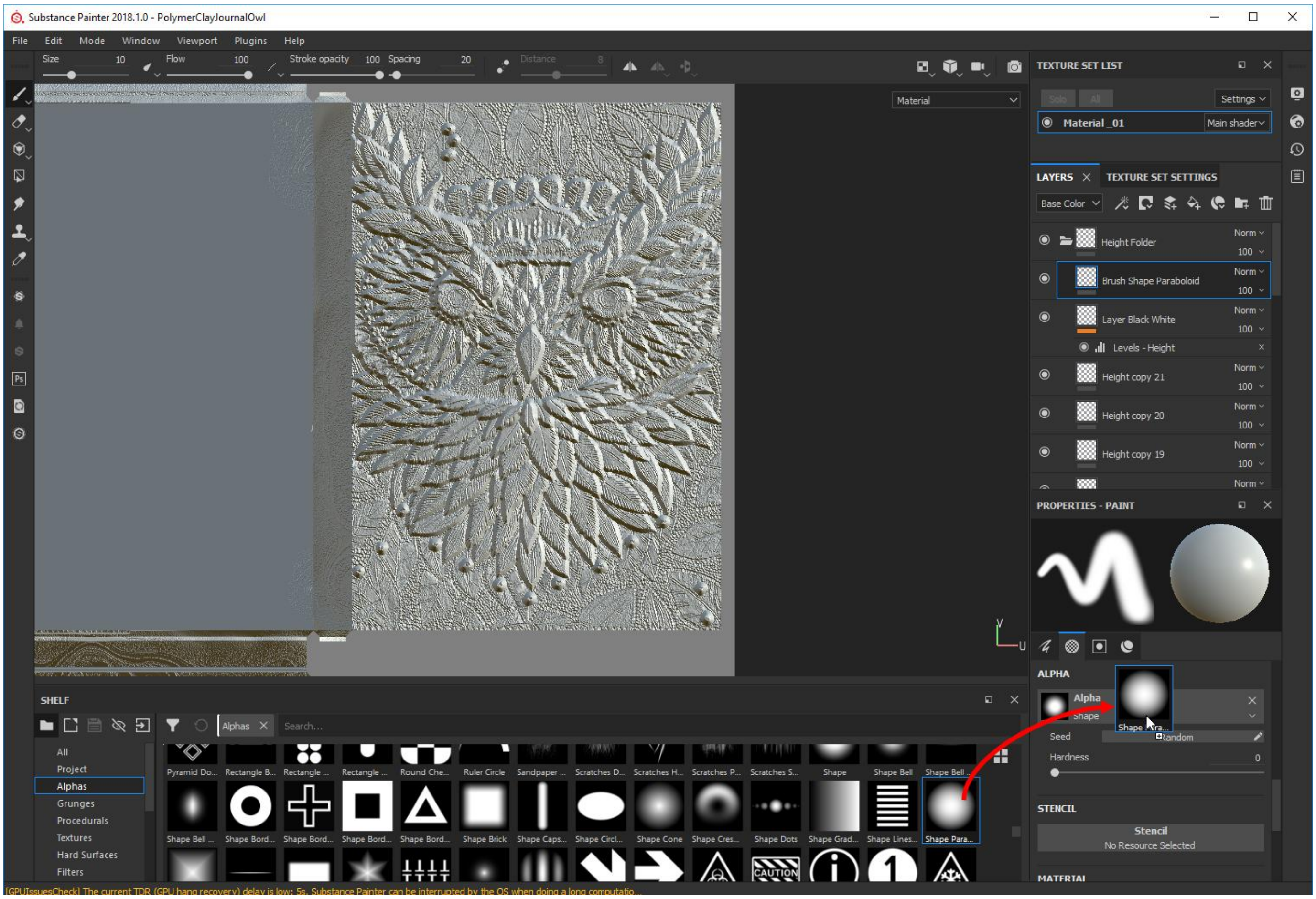
201. Click Paint → Alphas



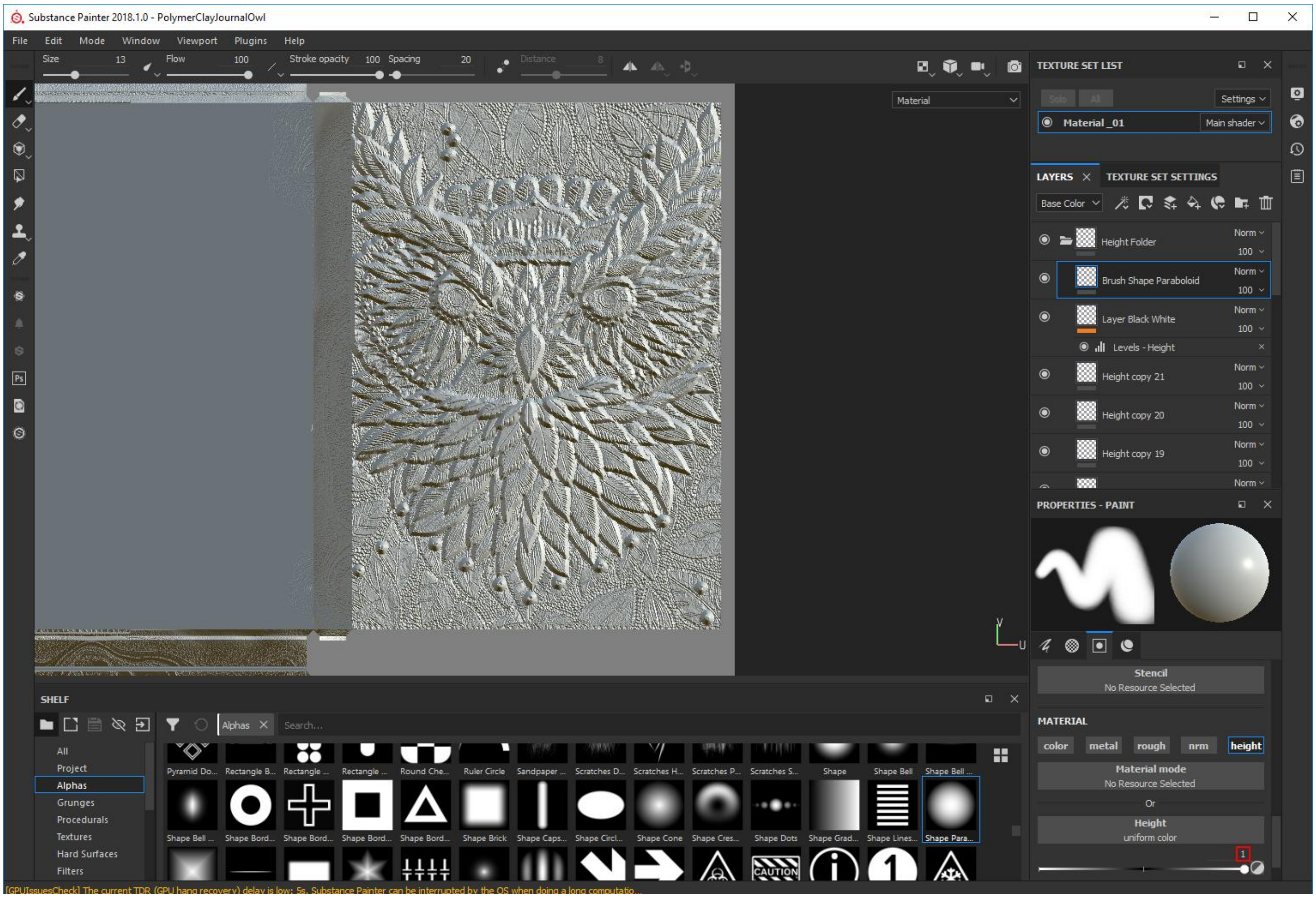
202. In Alphas → find Shape Paraboloid



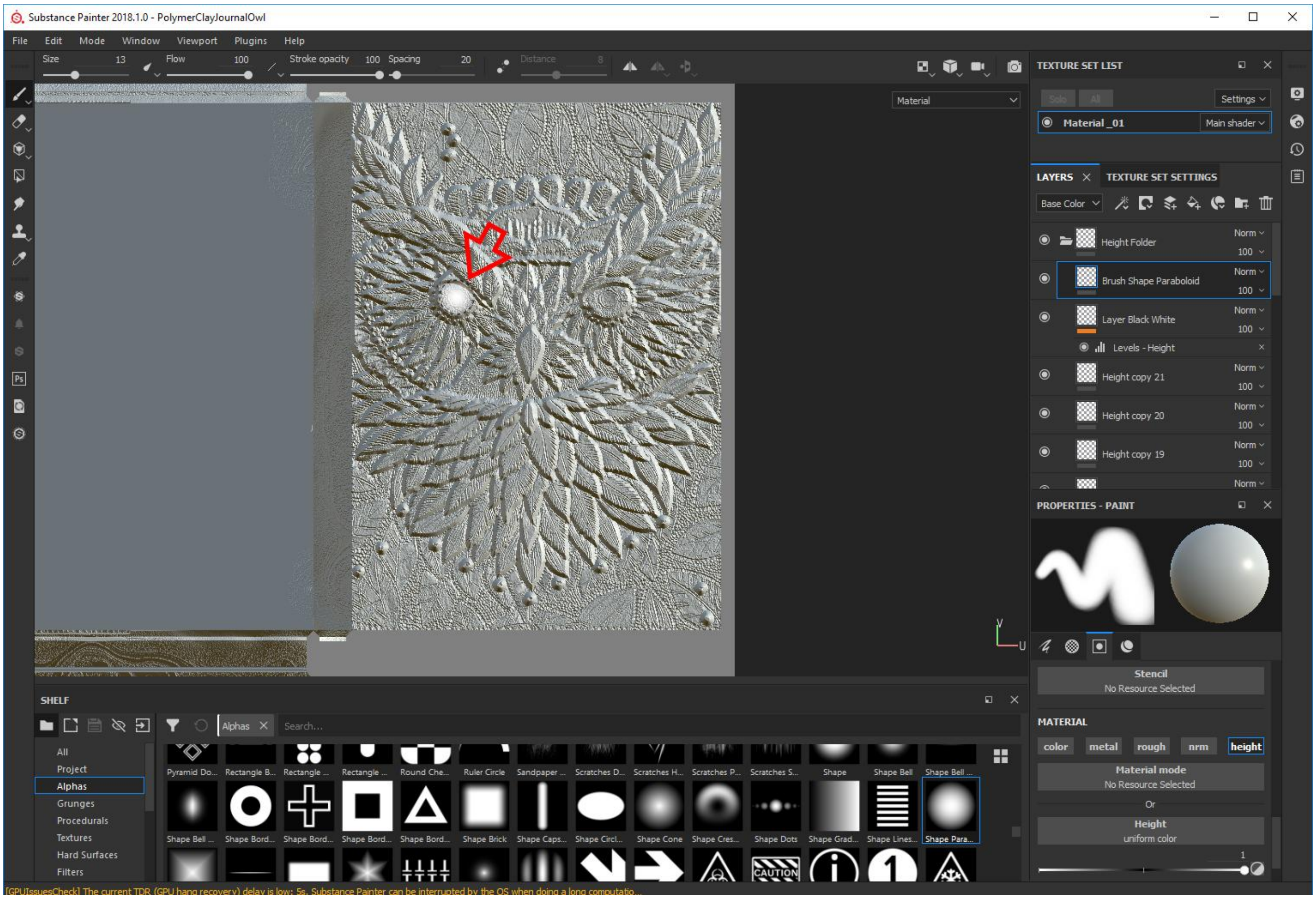
203. Drag Shape Paraboloid → Alpha



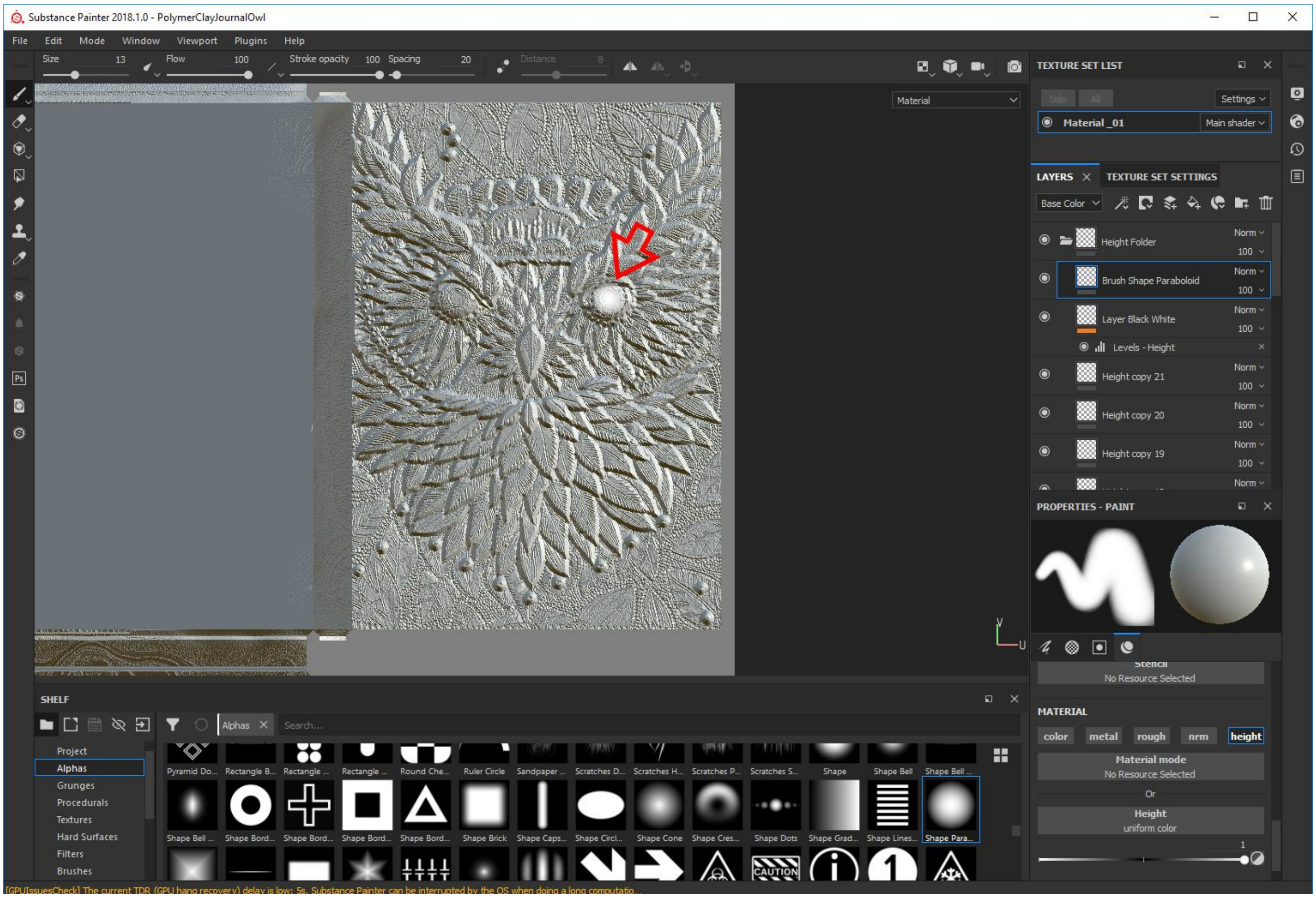
204. Scroll down and set Height to 1



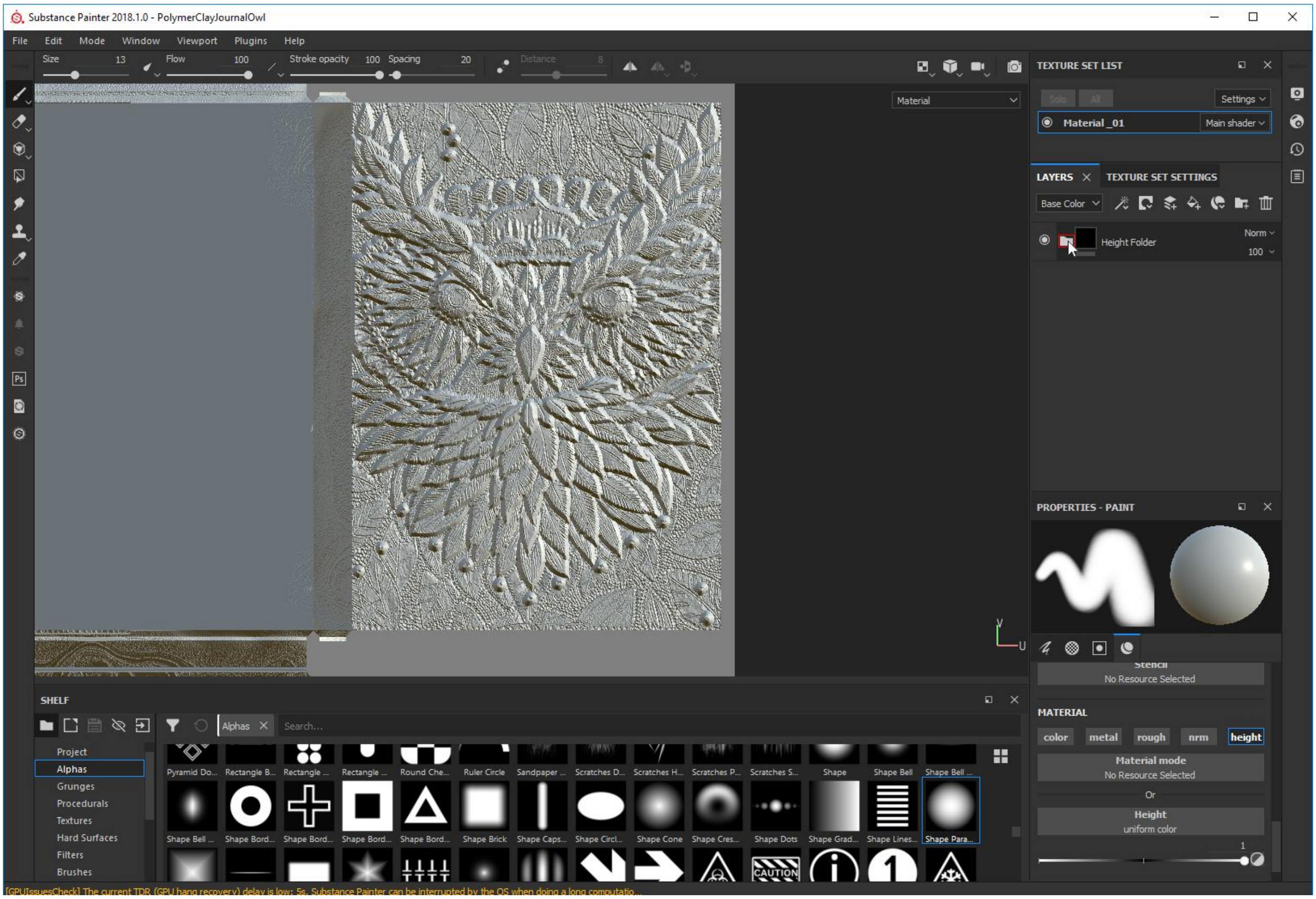
205. Use Shape Paraboloid to paint on owl left eyes



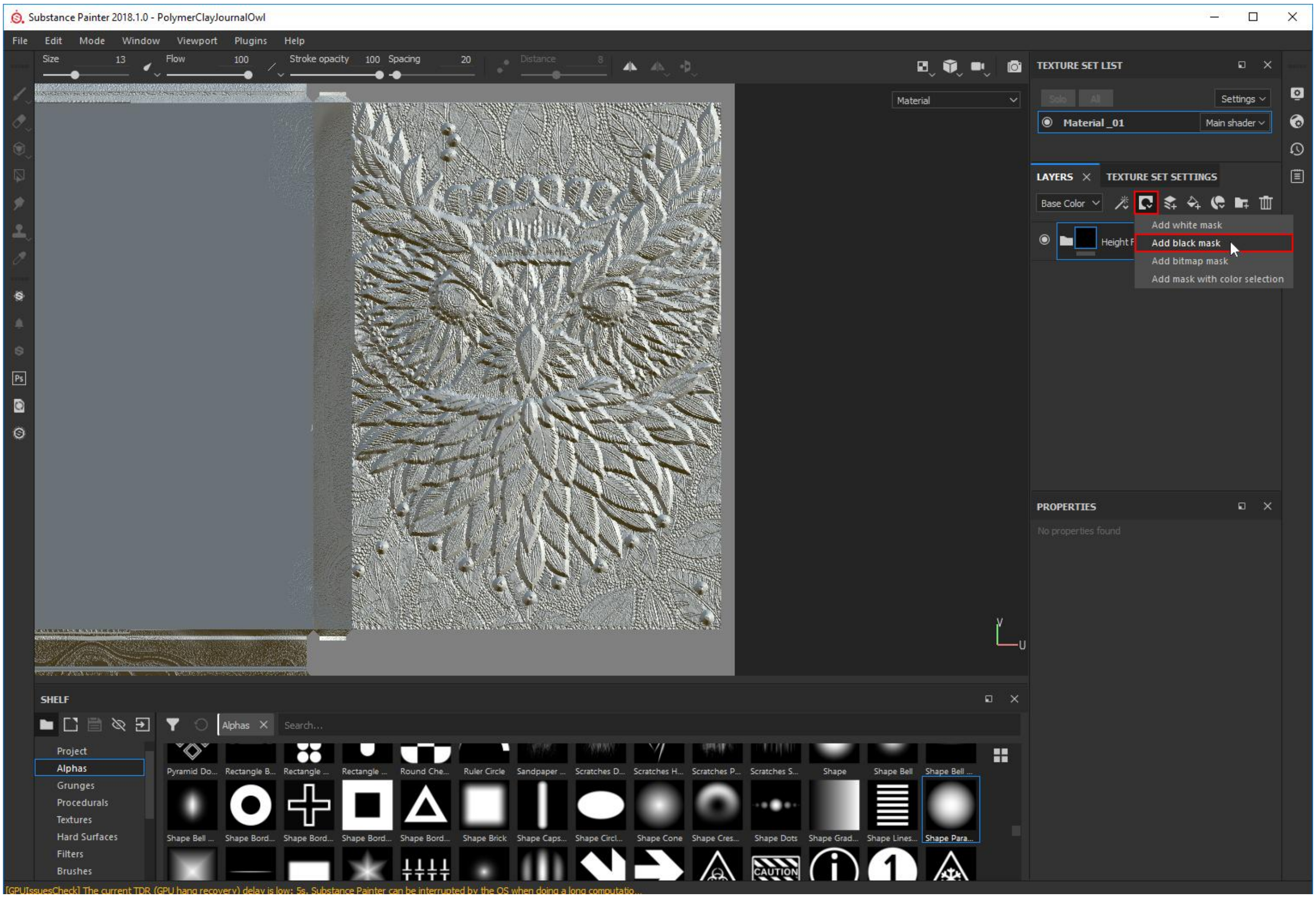
206. Again, paint on right eyes



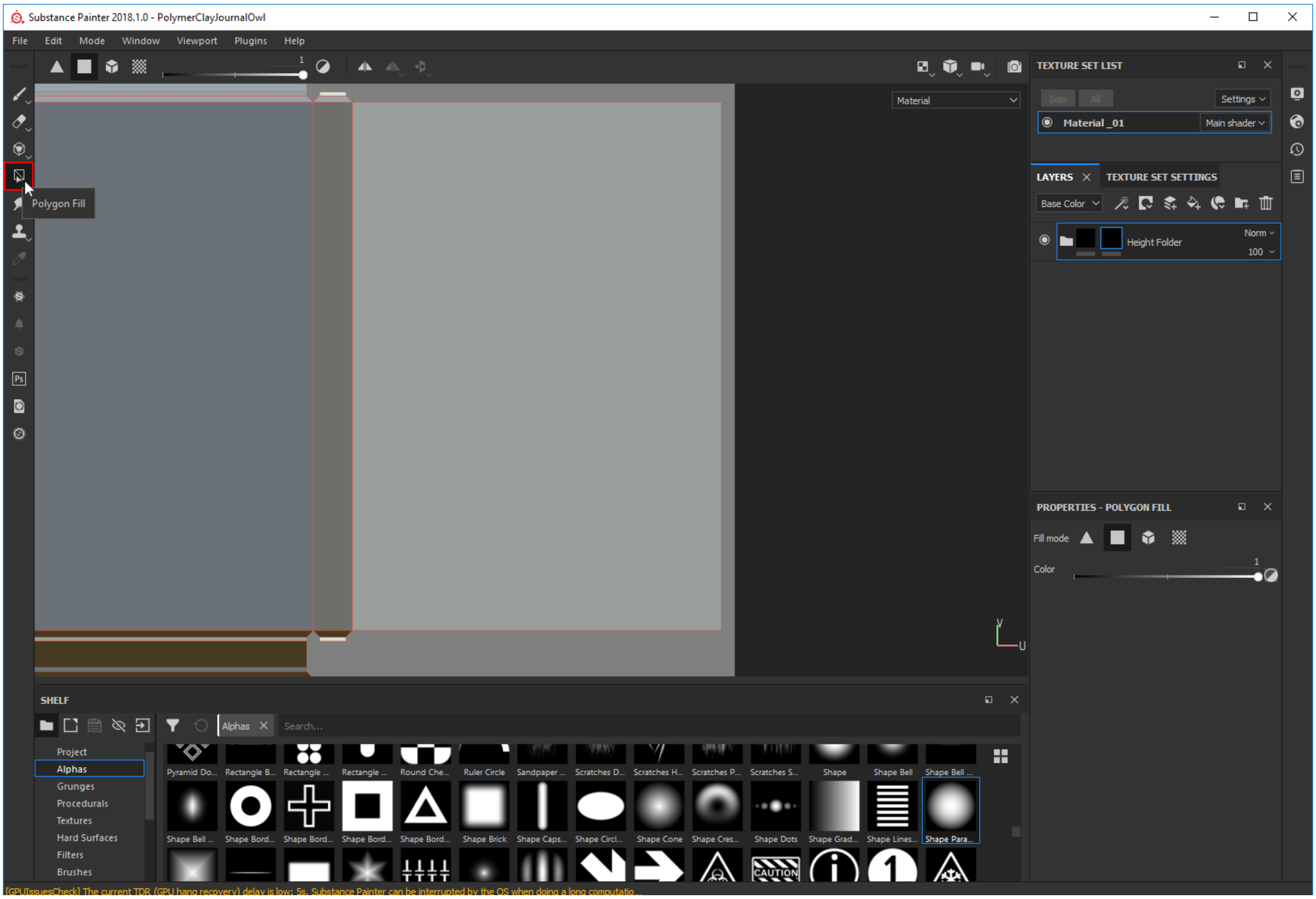
207. After finish paint height, click folder to hide all height layer



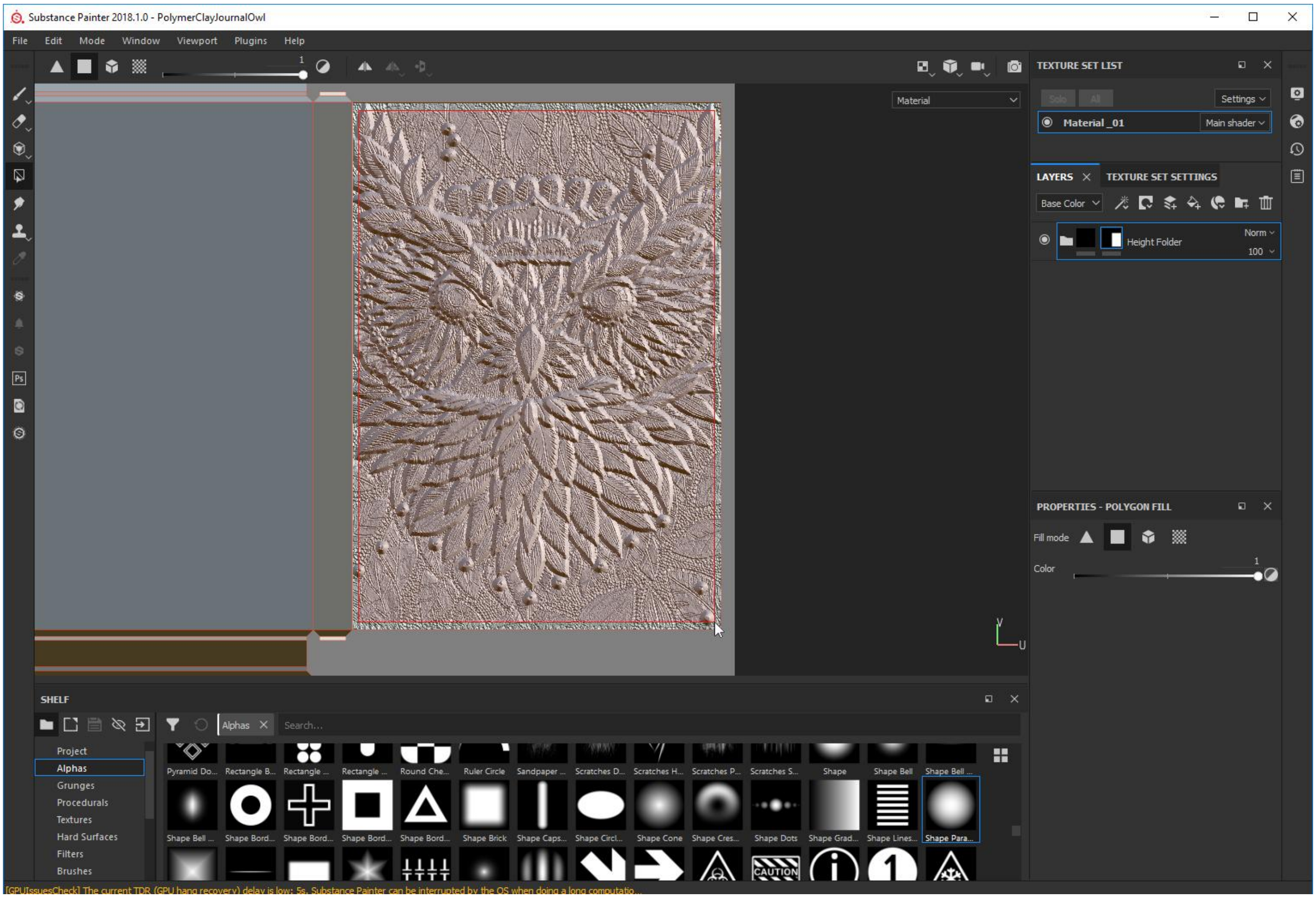
208. Select folder and click add black mask



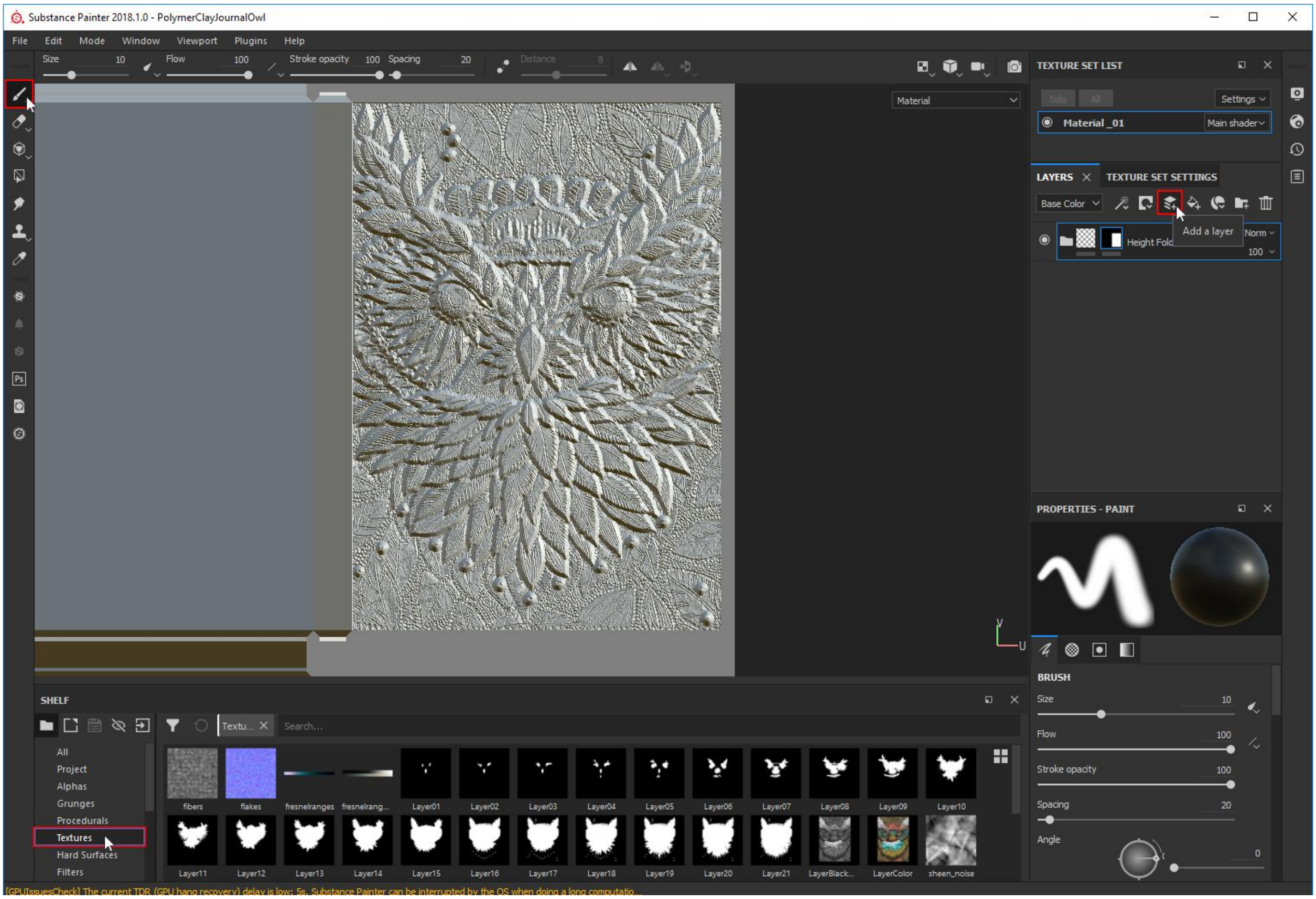
209. Click Polygon Fill



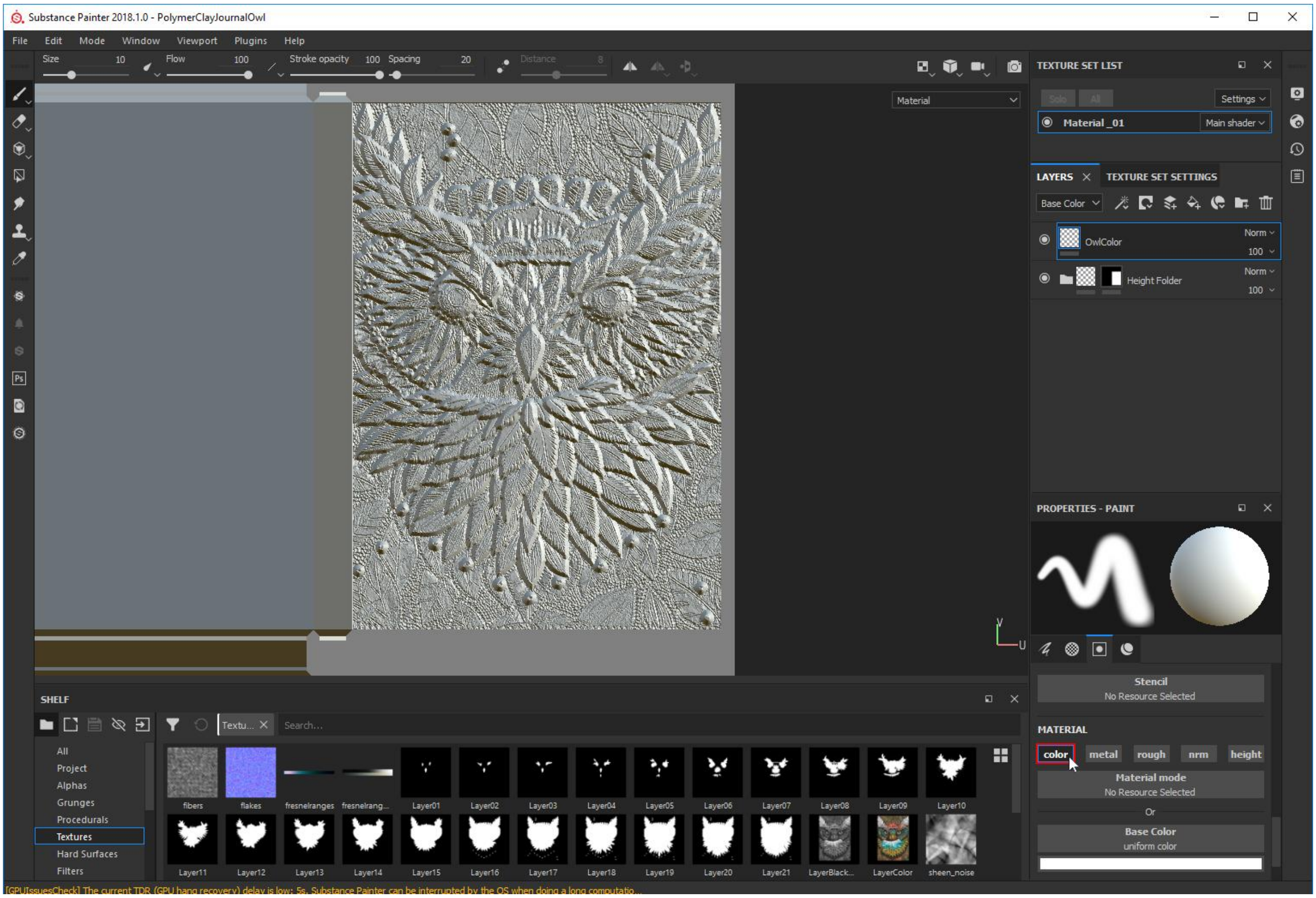
210. Select the uv area



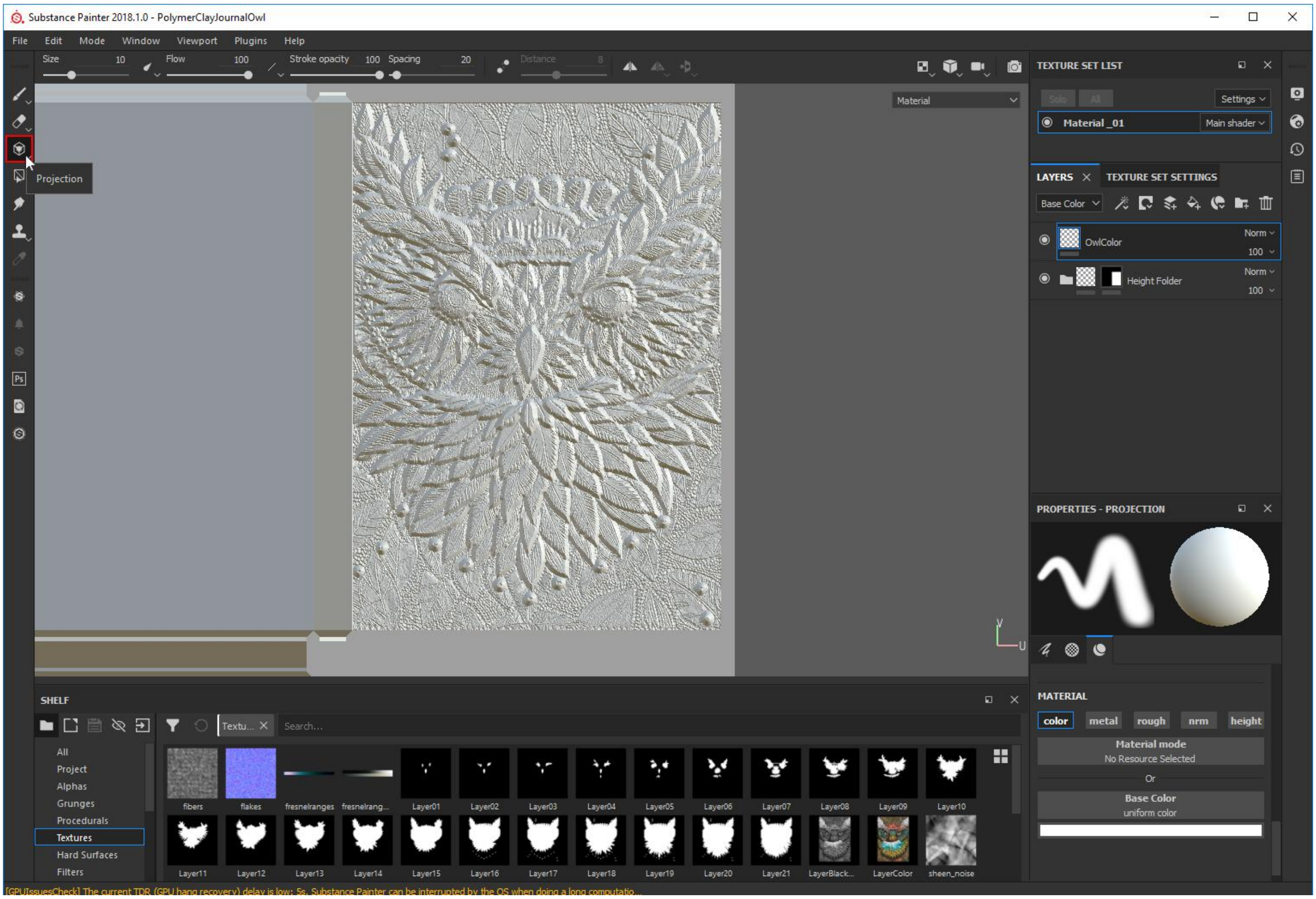
211. Click add a layer



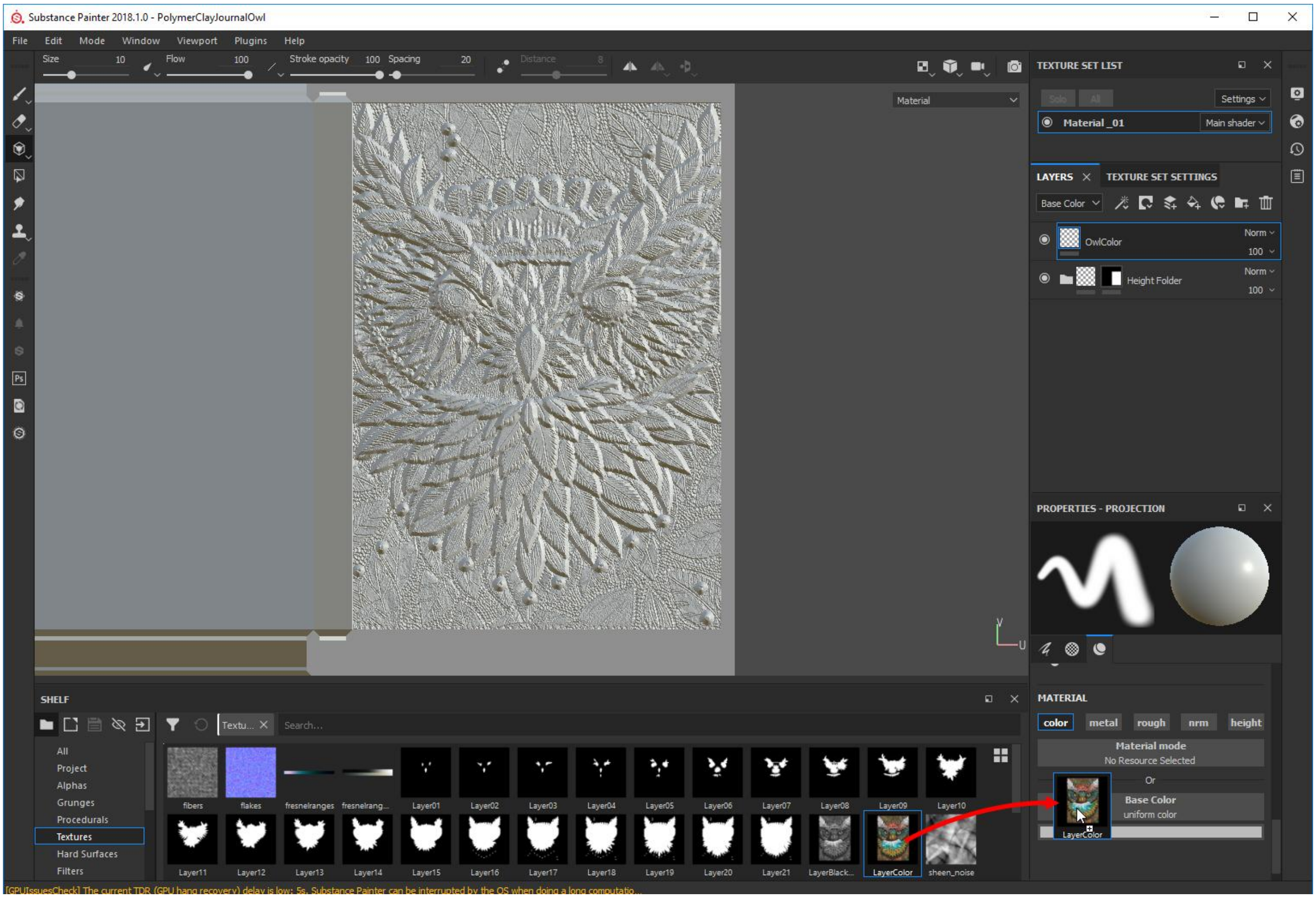
212. Rename the layer as color, scroll down and enable color only



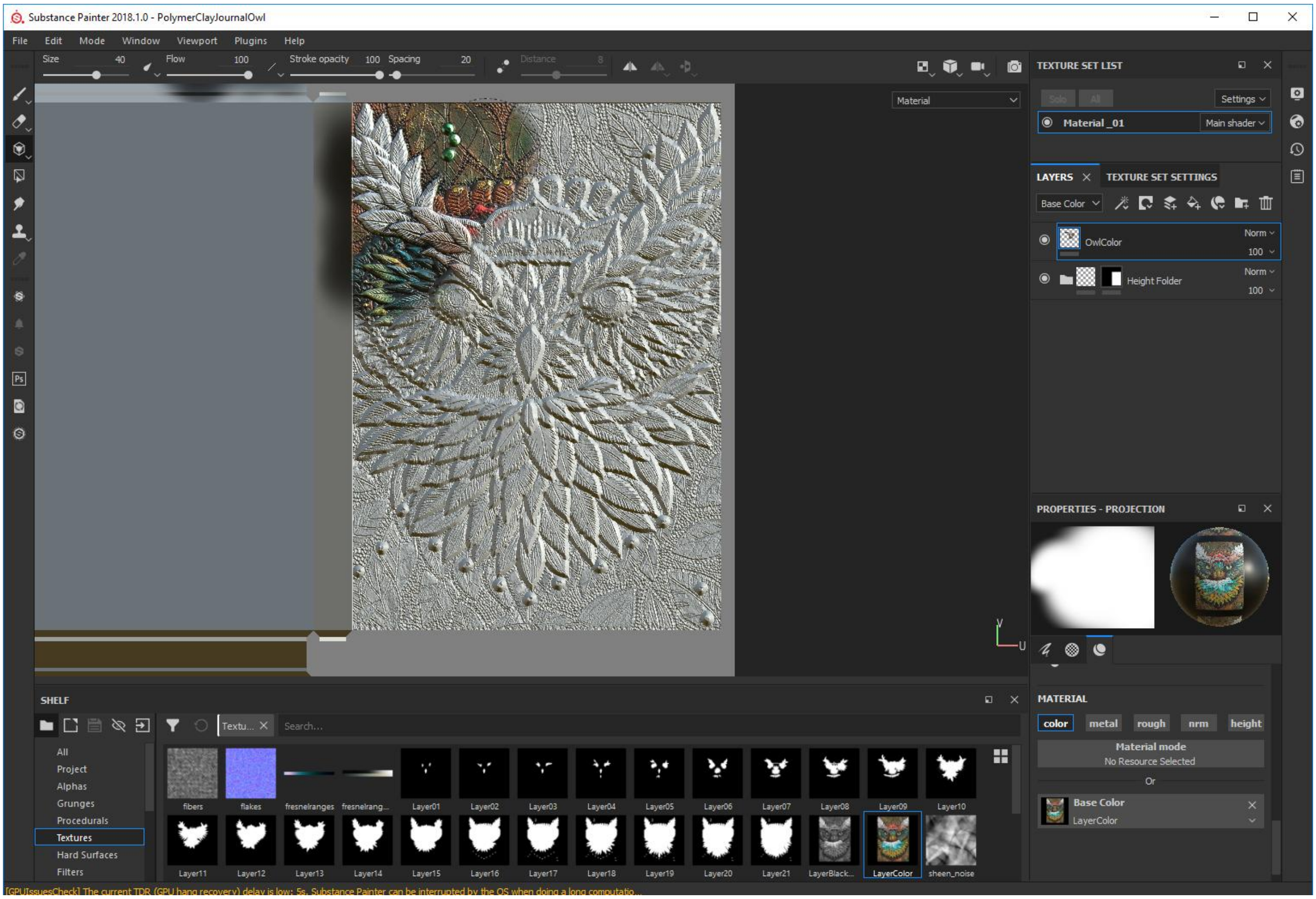
213. Click Projection



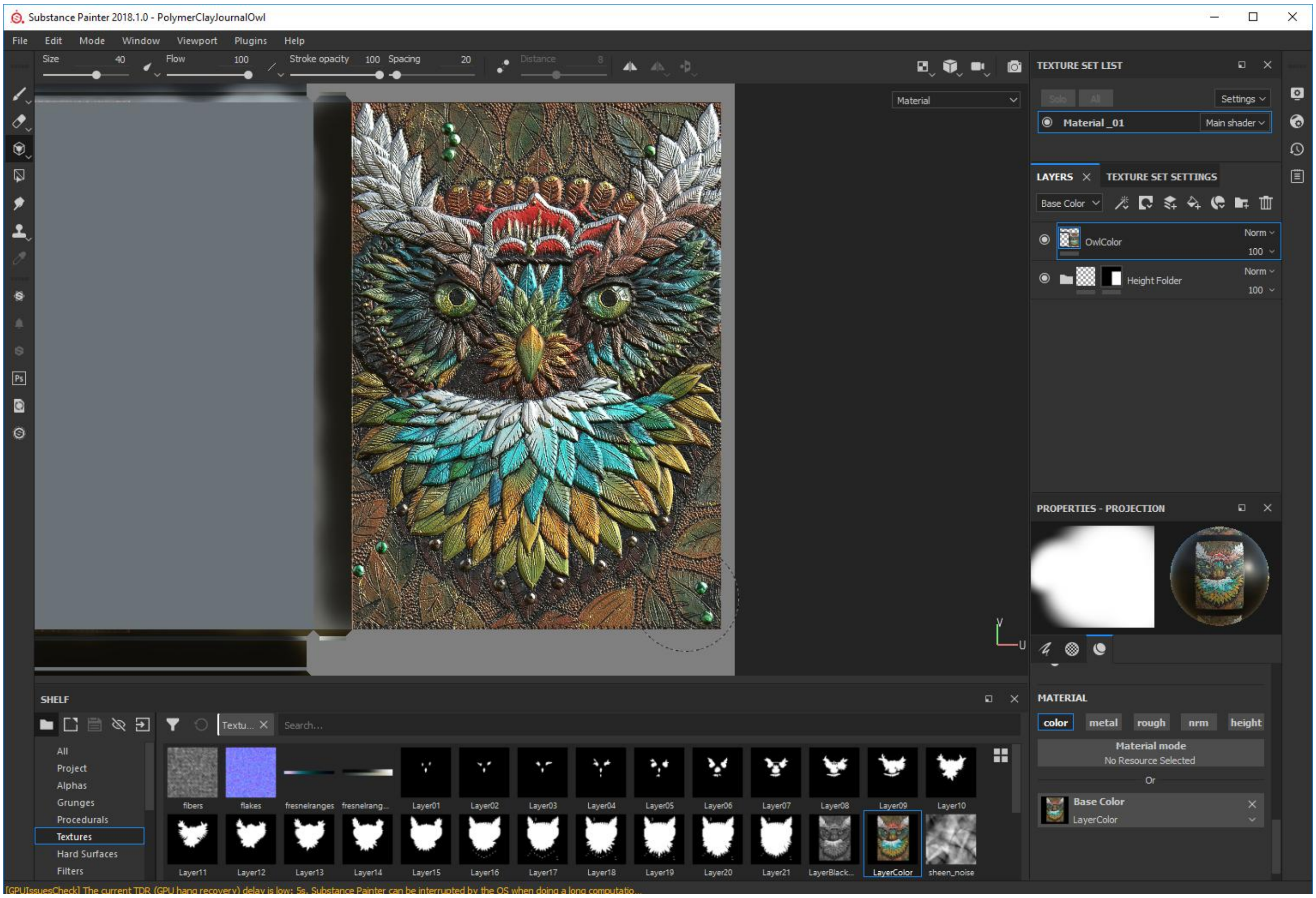
214. Drag LayerColor → Base Color



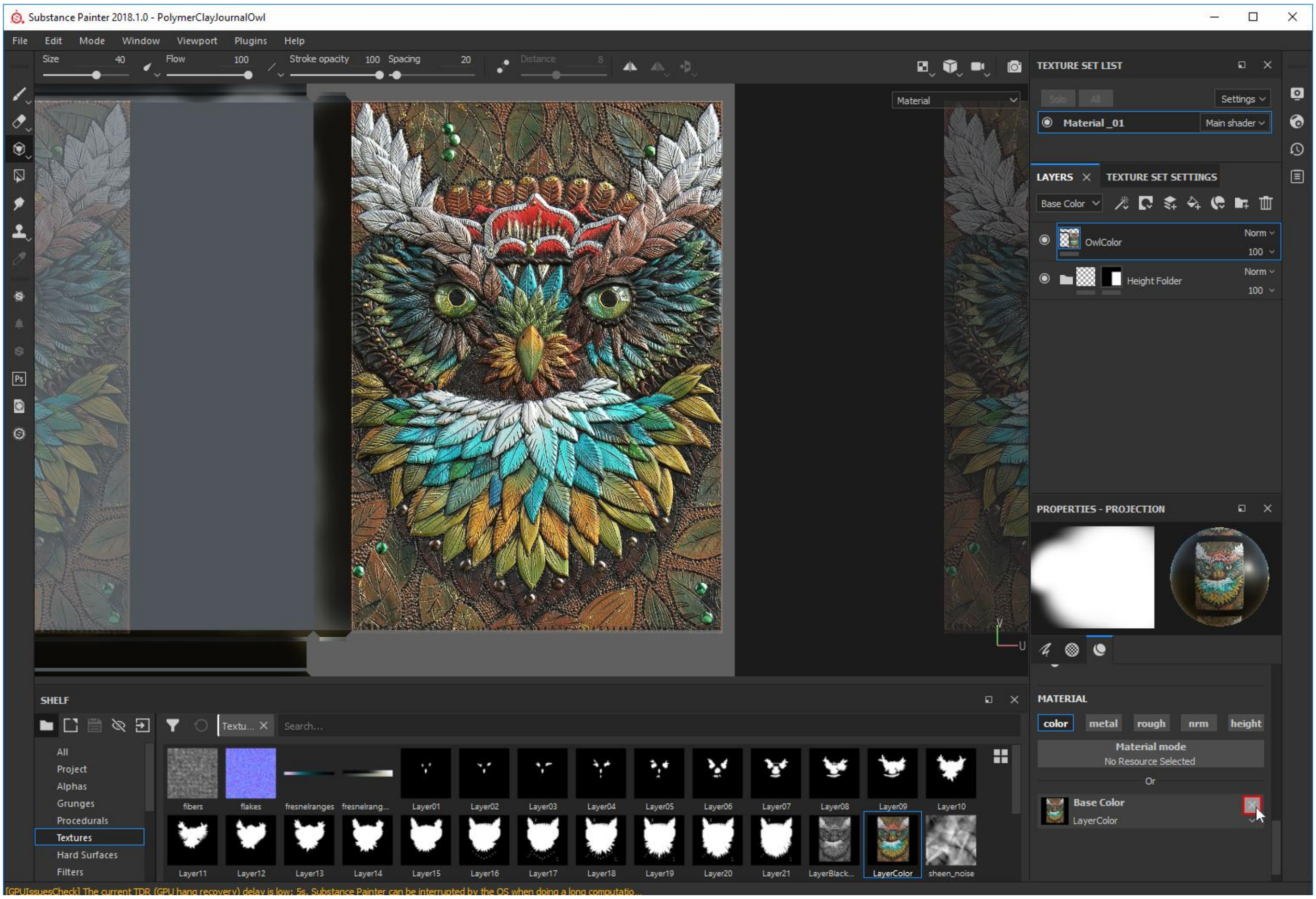
215. Paint the color to uv



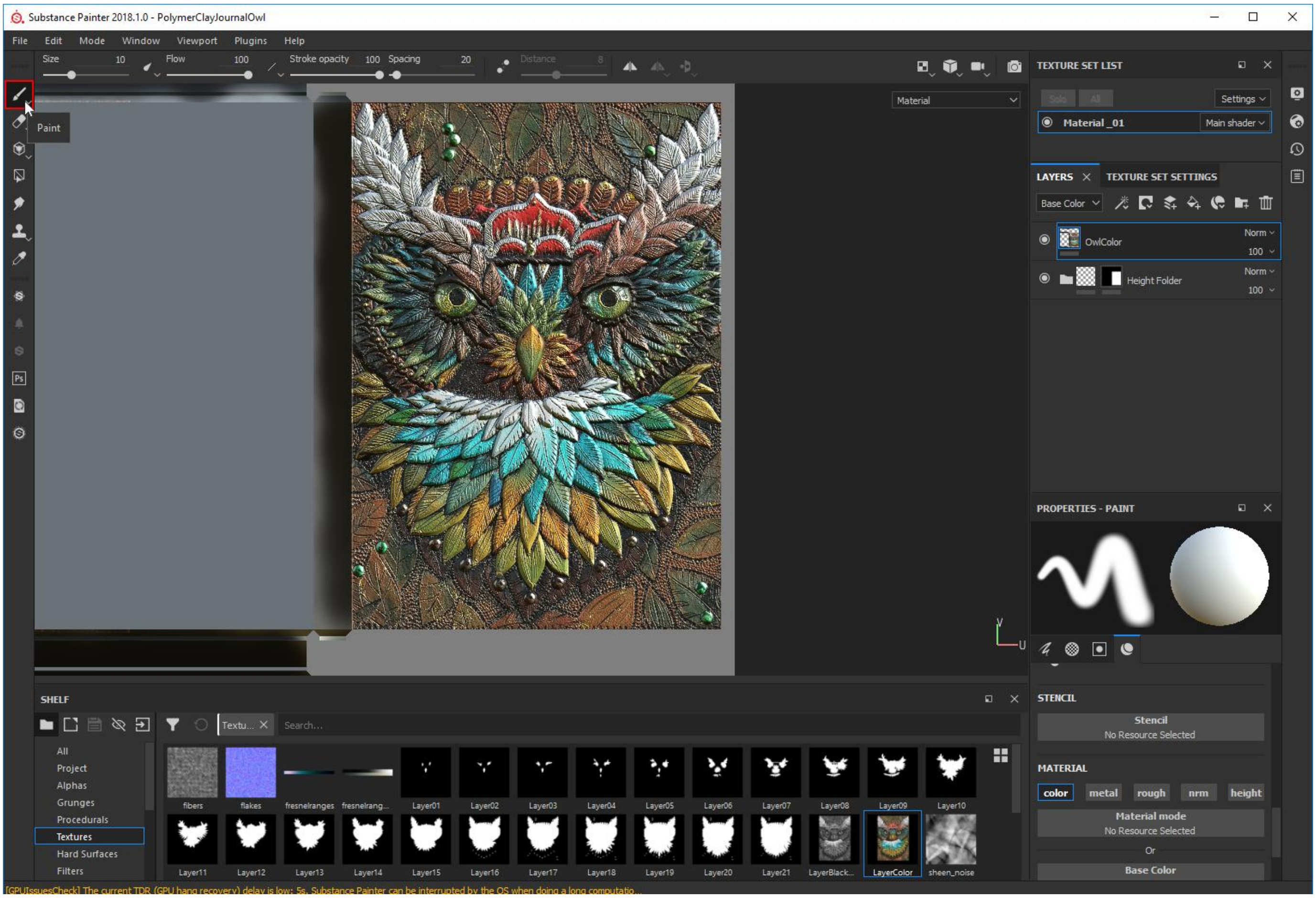
216. Done



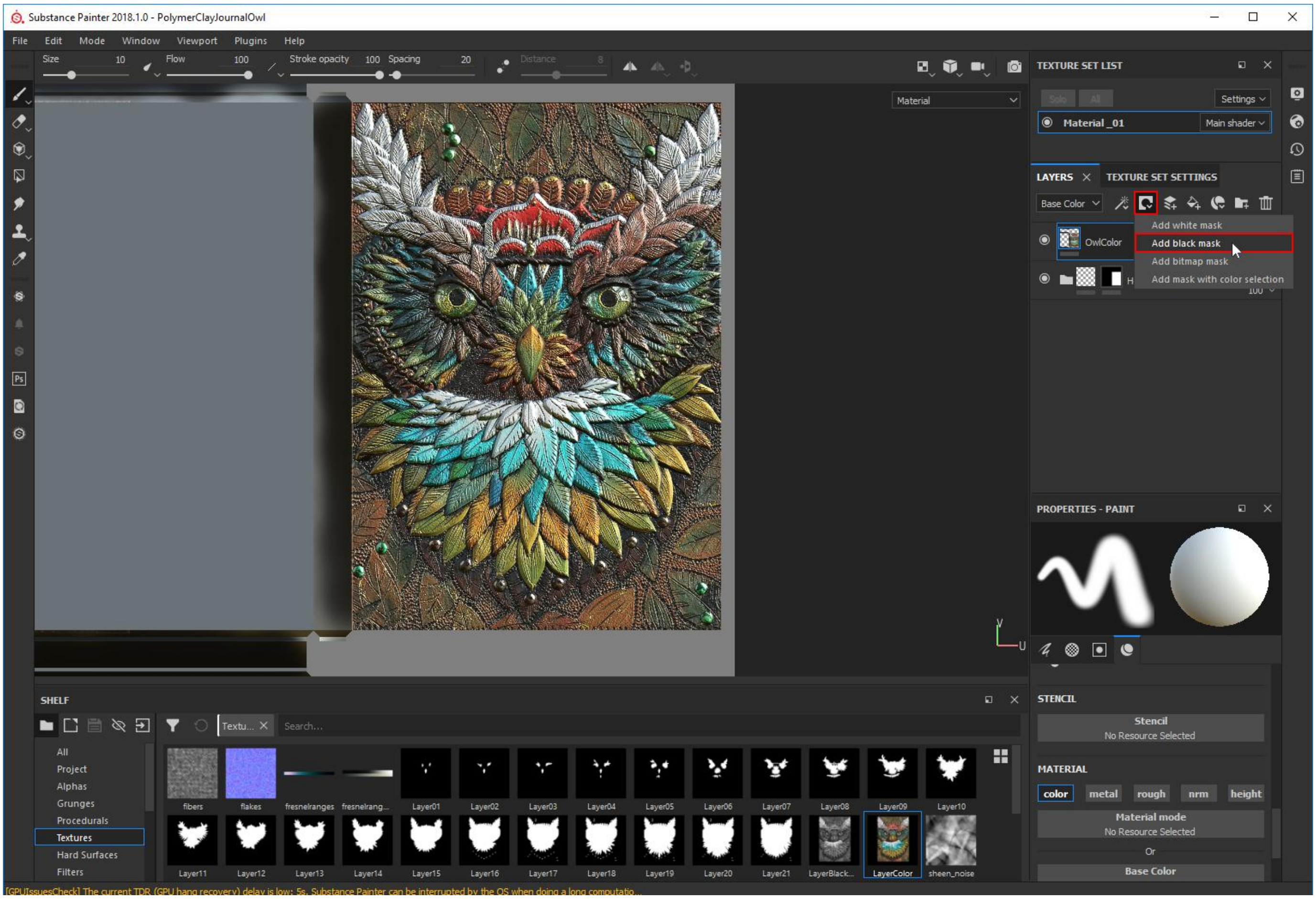
217. After finish paint, remove LayerColor from Base Color



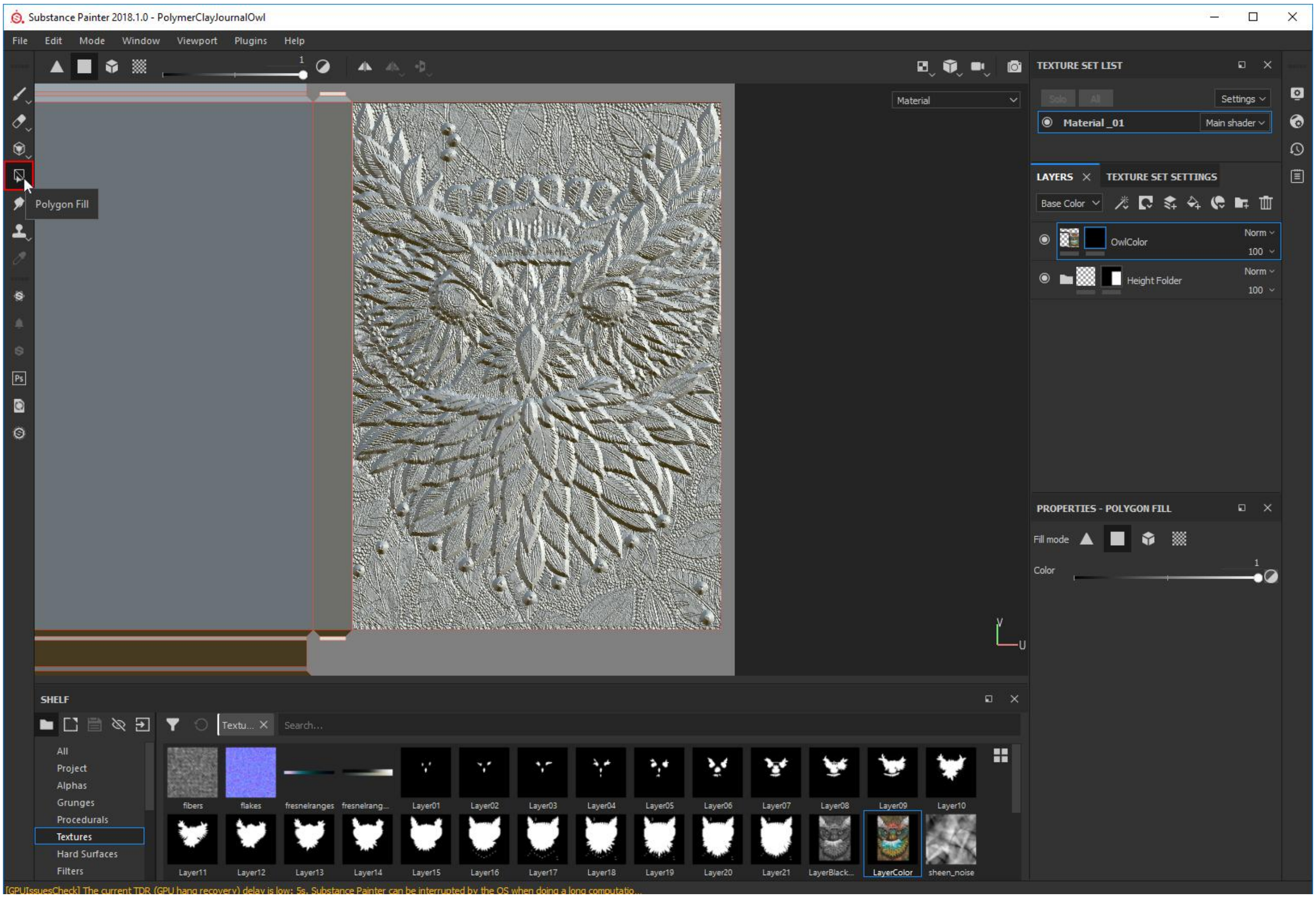
218. Click Paint



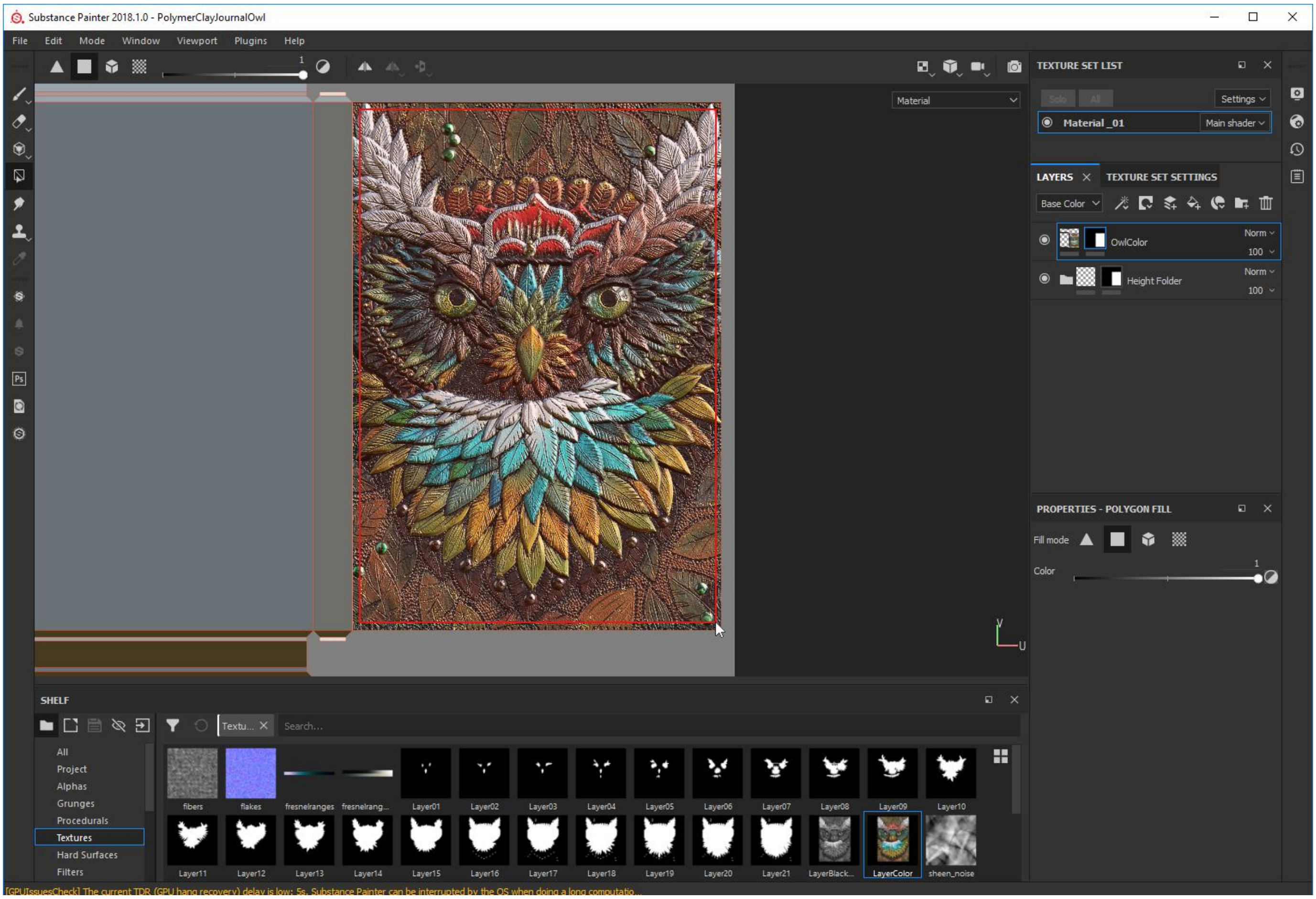
219. Click add black mask



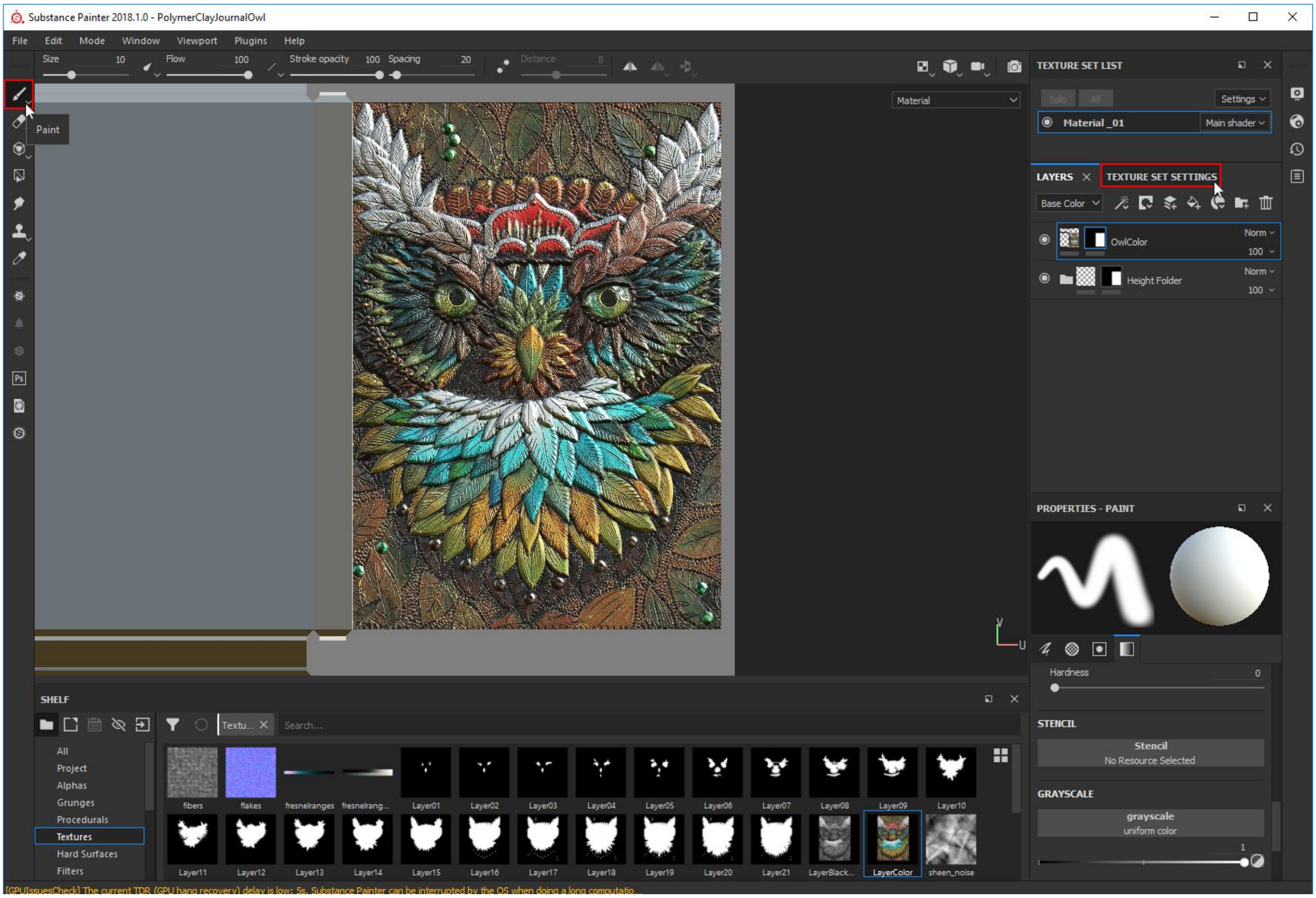
220. Click Polygon Fill



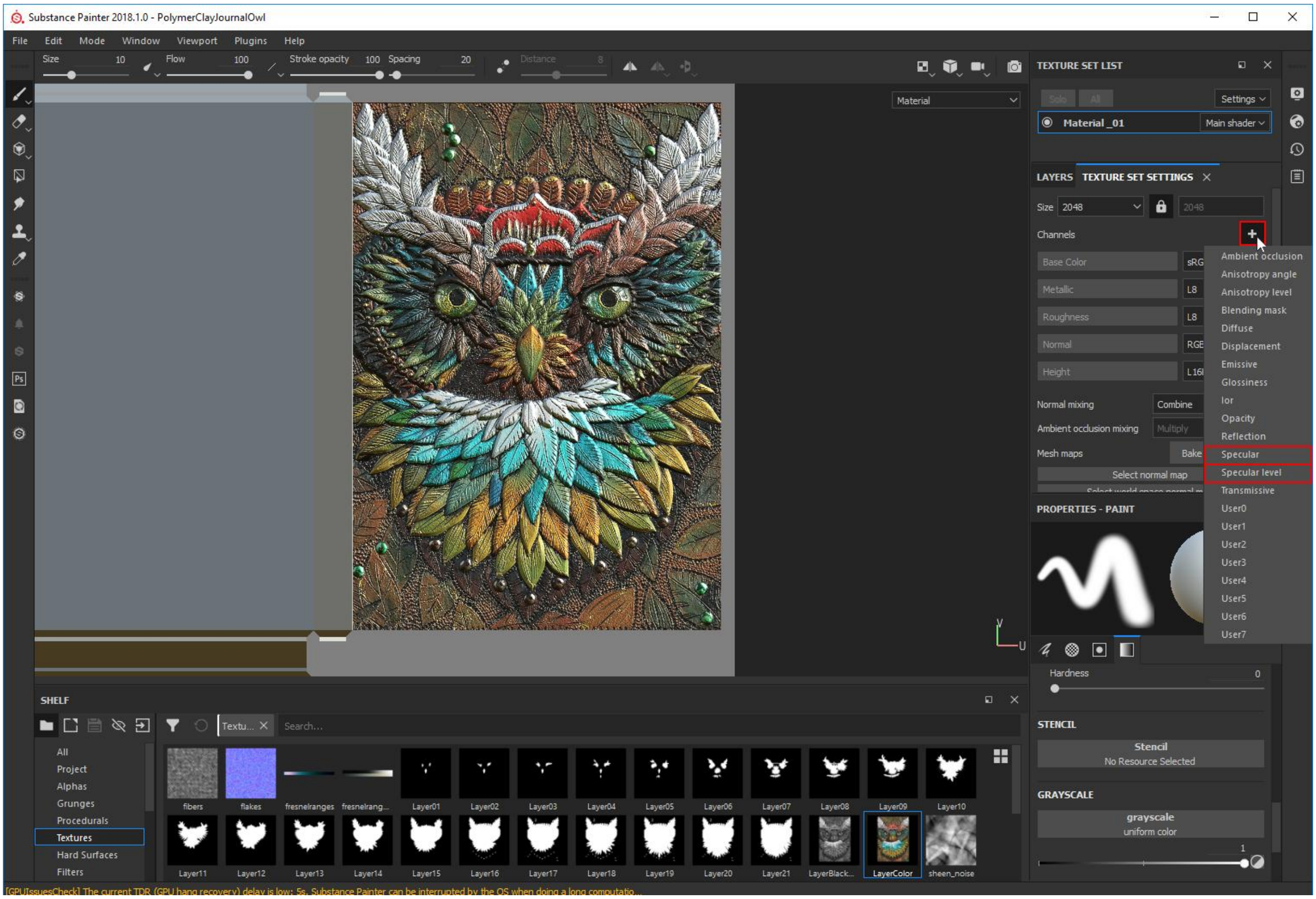
221. Select the uv area



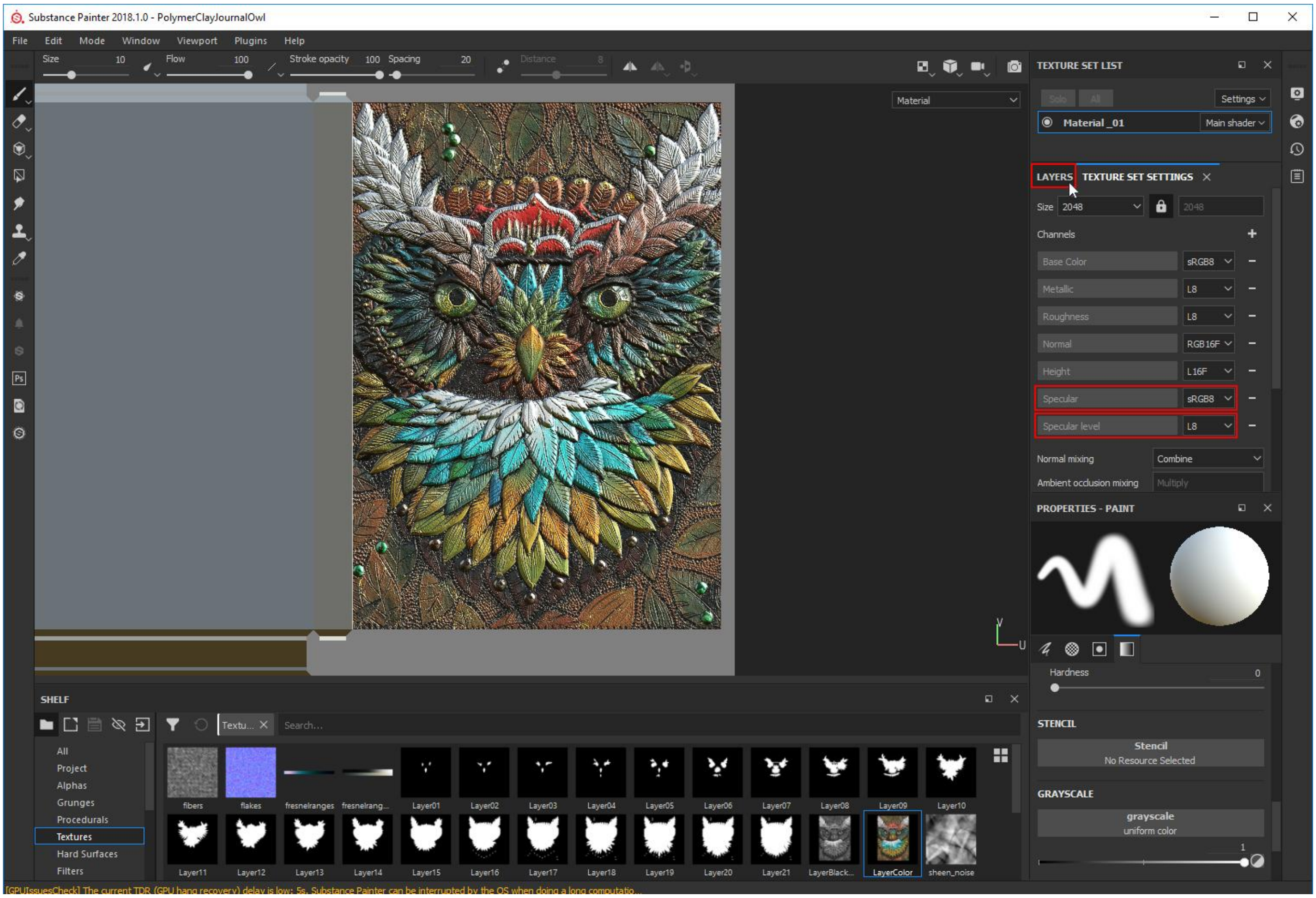
222. Click Paint → Texture Set Settings



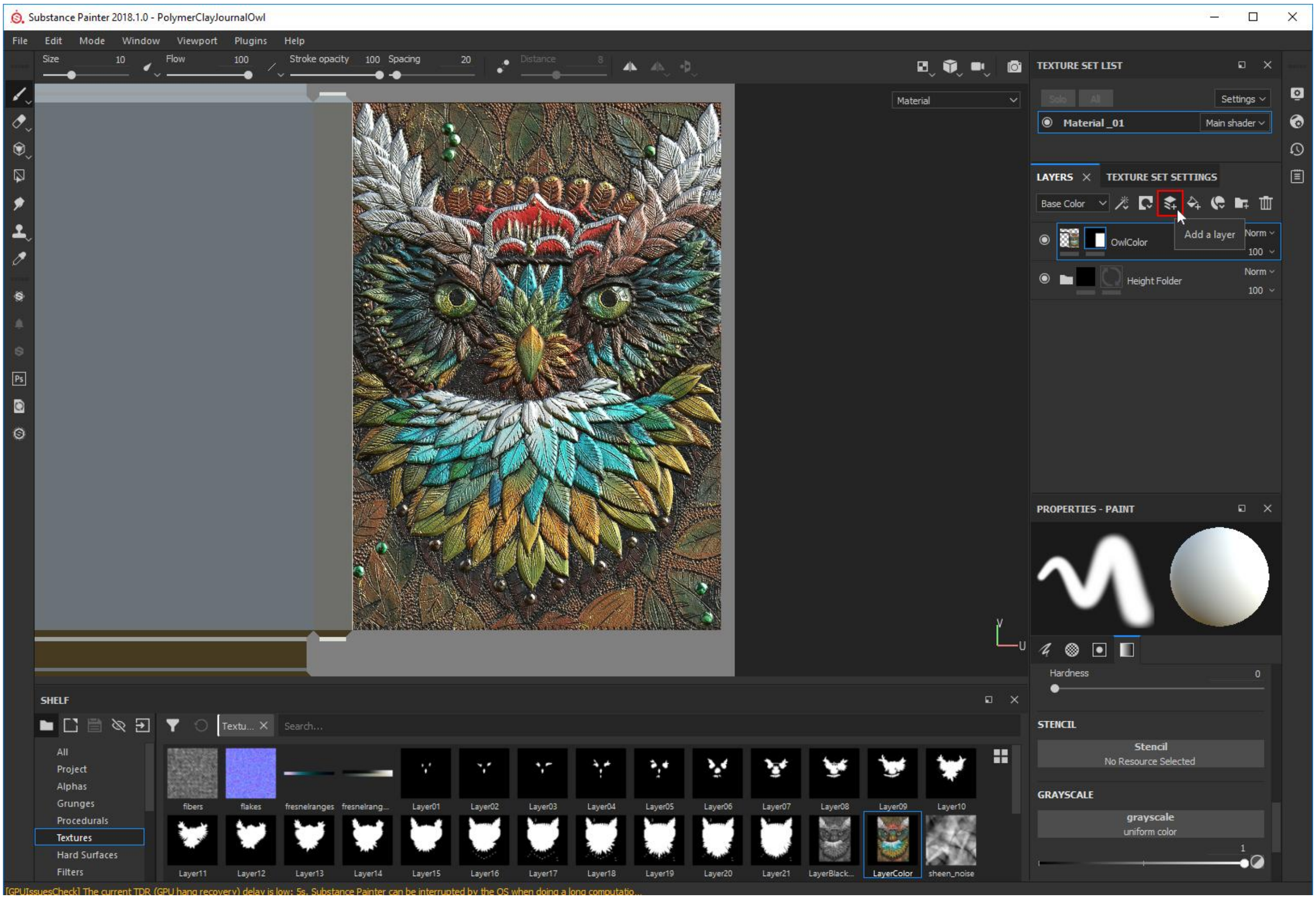
223. Enable Specular and Specular level



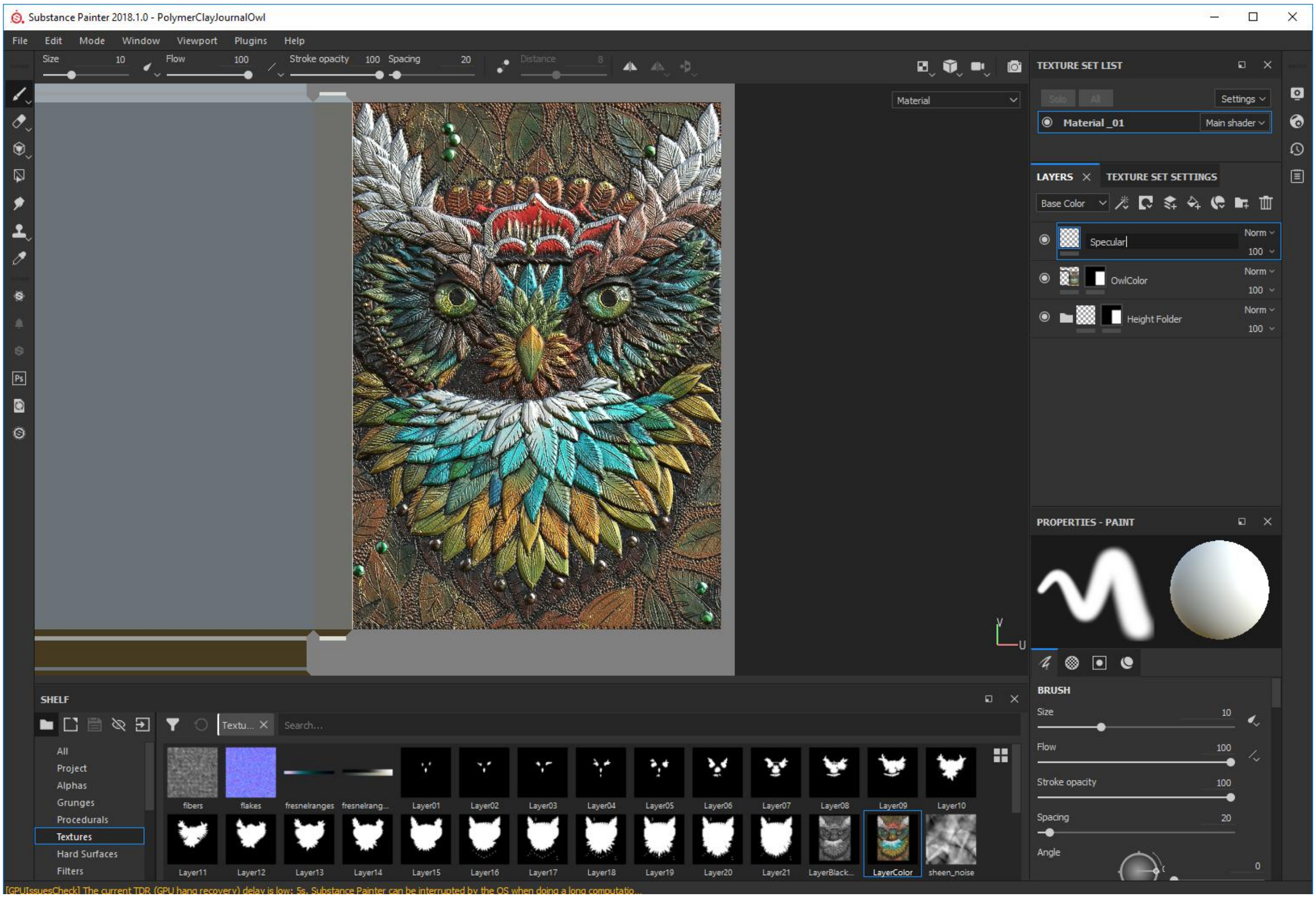
224. Enable Specular and Specular level, click Layers



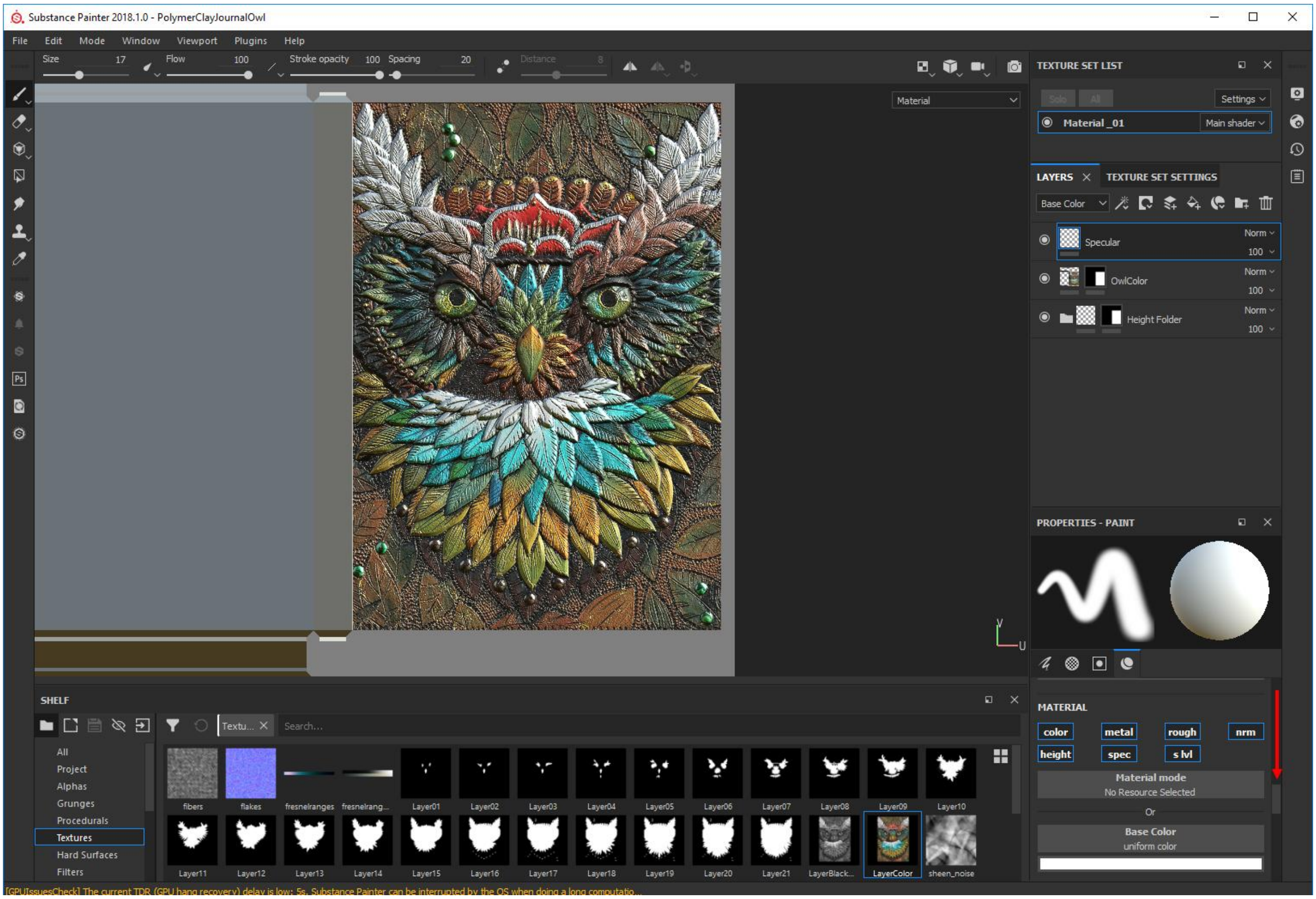
225. Click add a layer



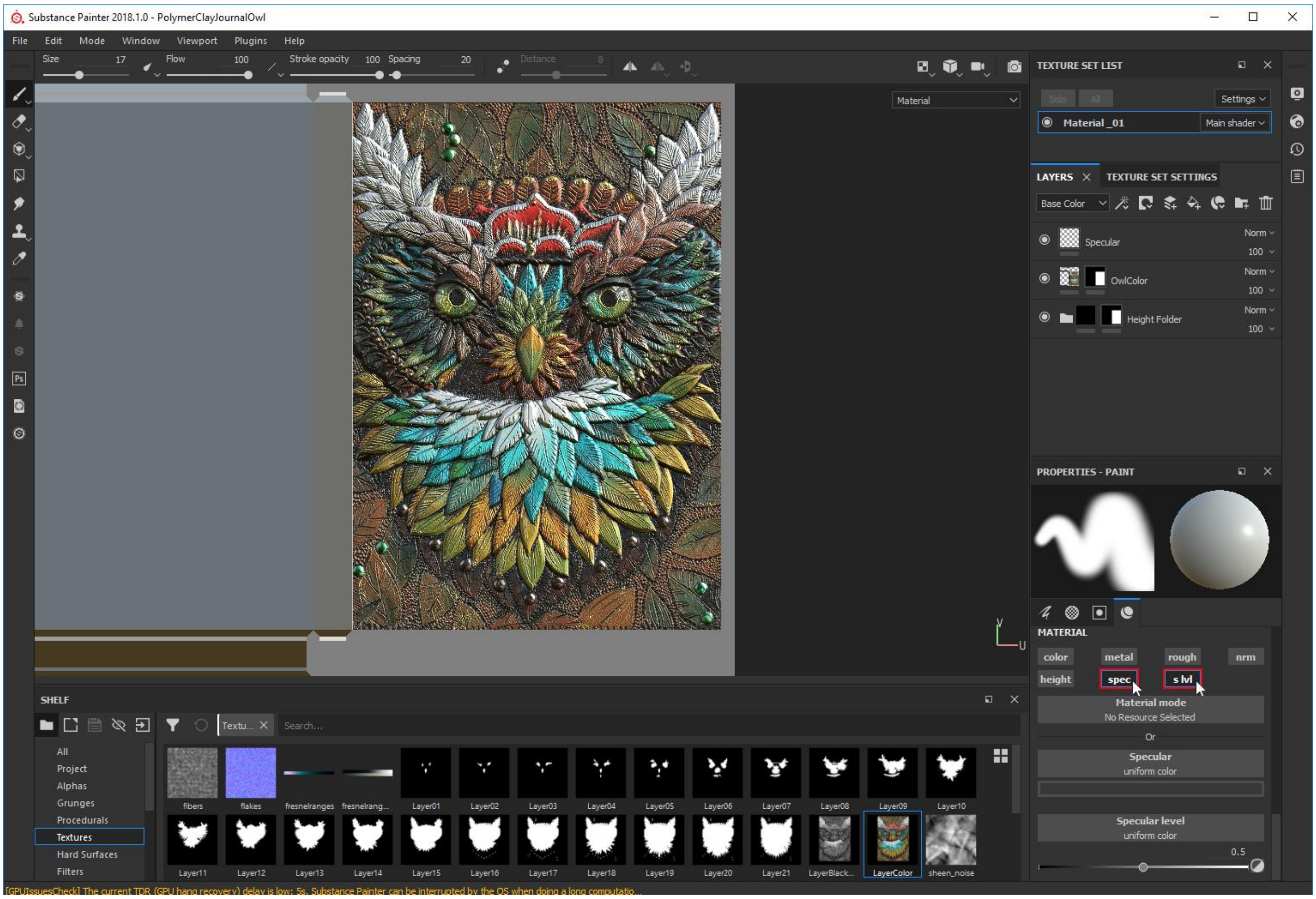
226. Rename as Specular



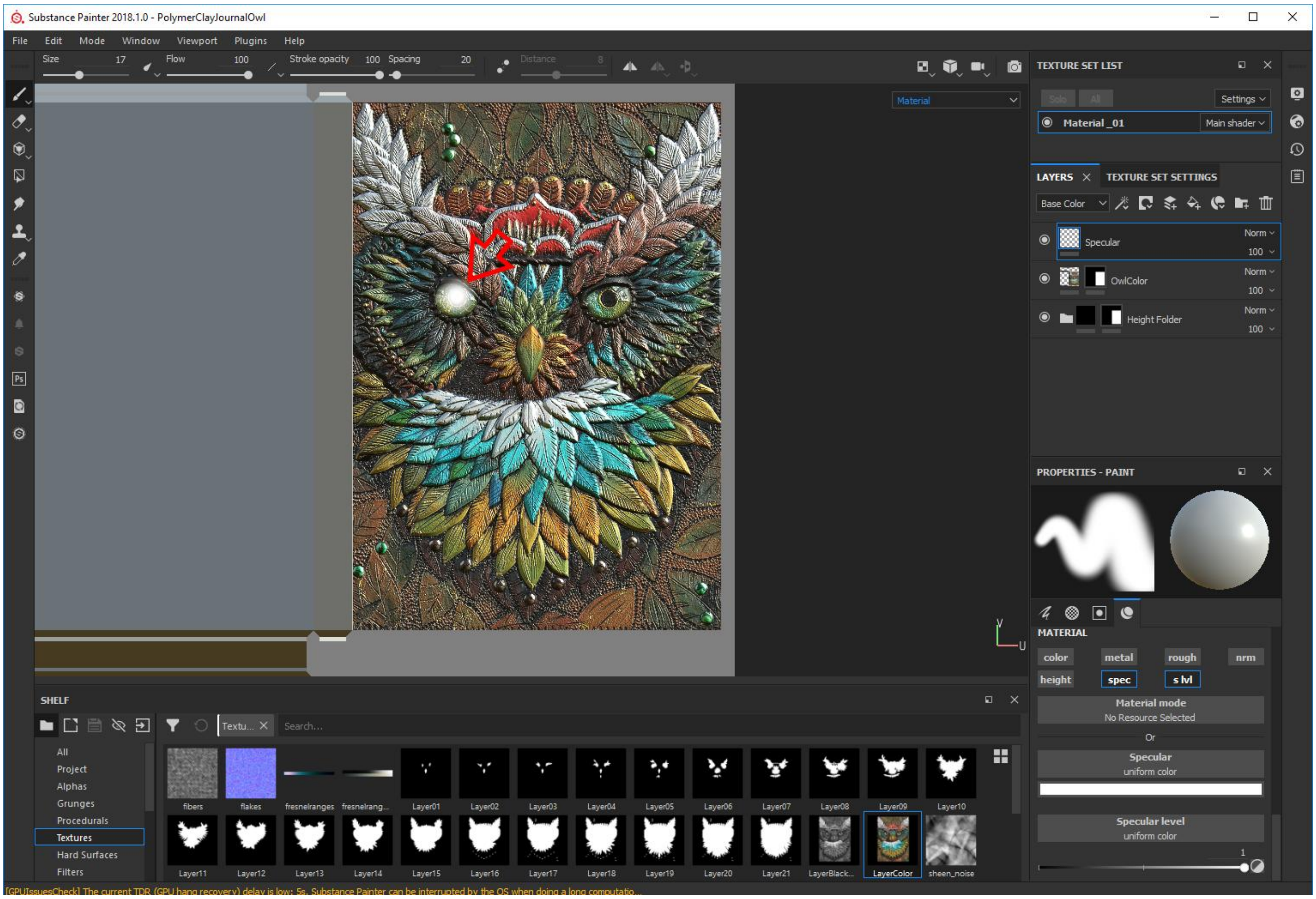
227. Scroll down to Material



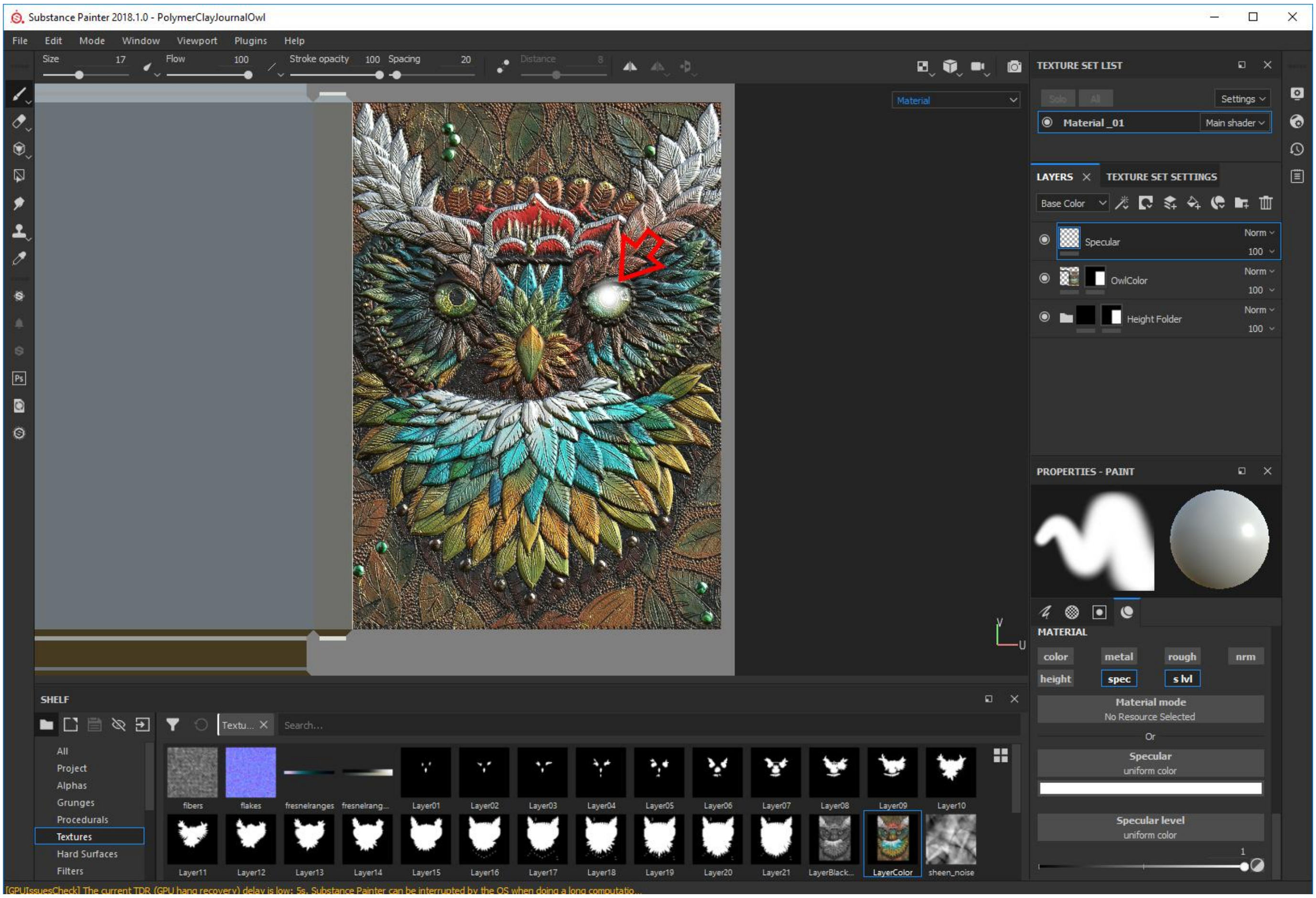
228. Disable all, but enable spec (specular) and s lvl (specular level)



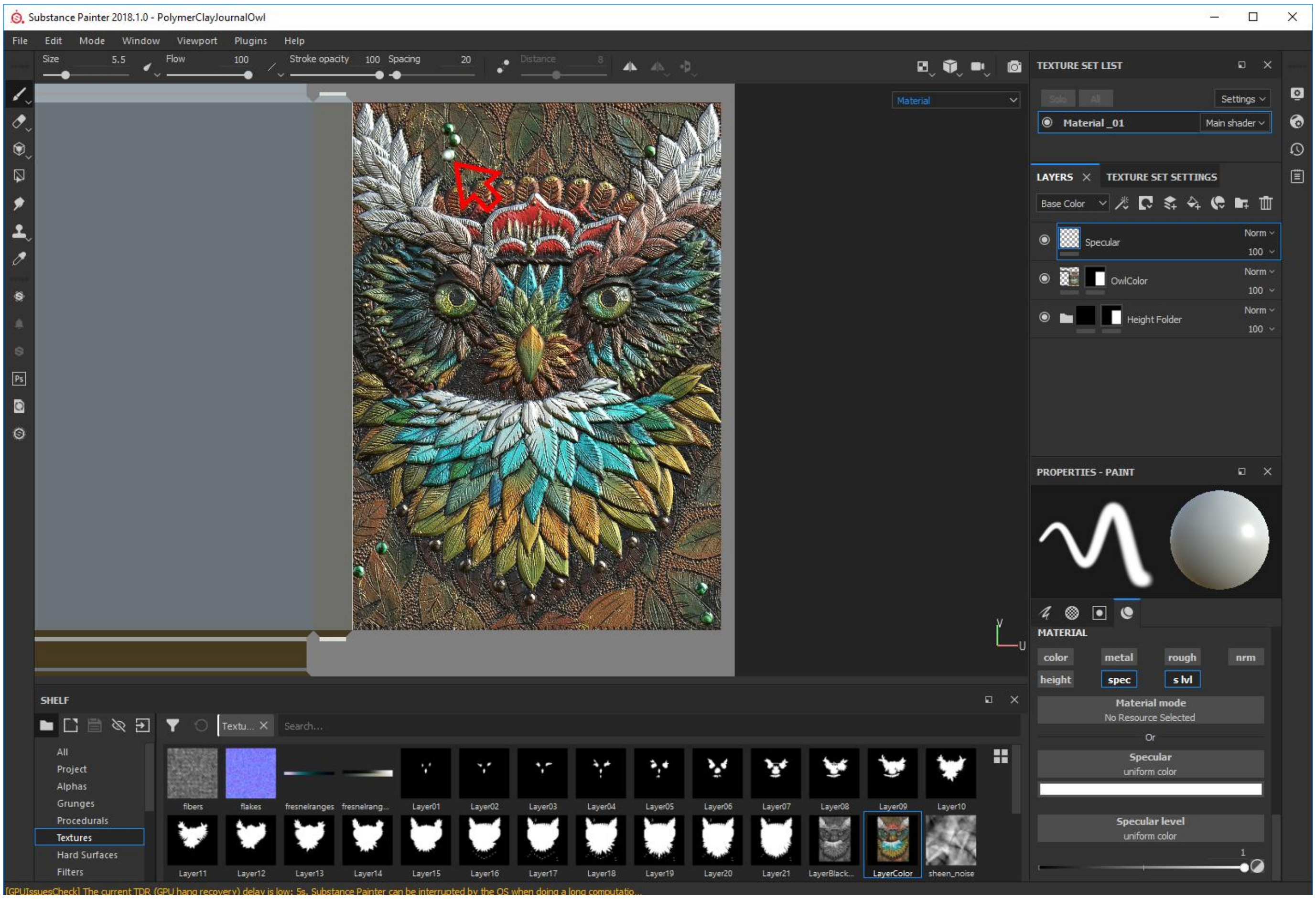
229. Paint specular on left eye



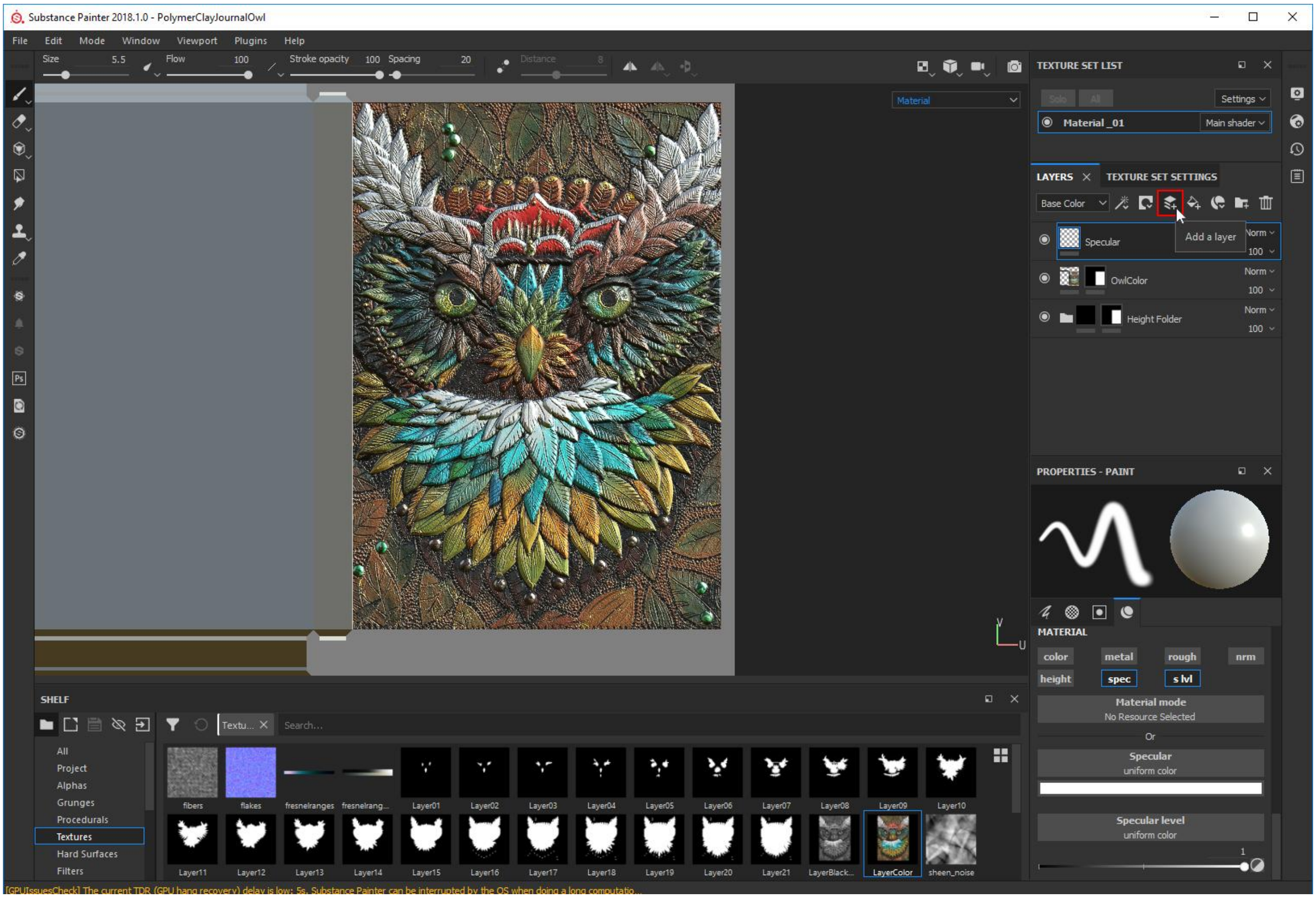
230. Again, paint on right eye



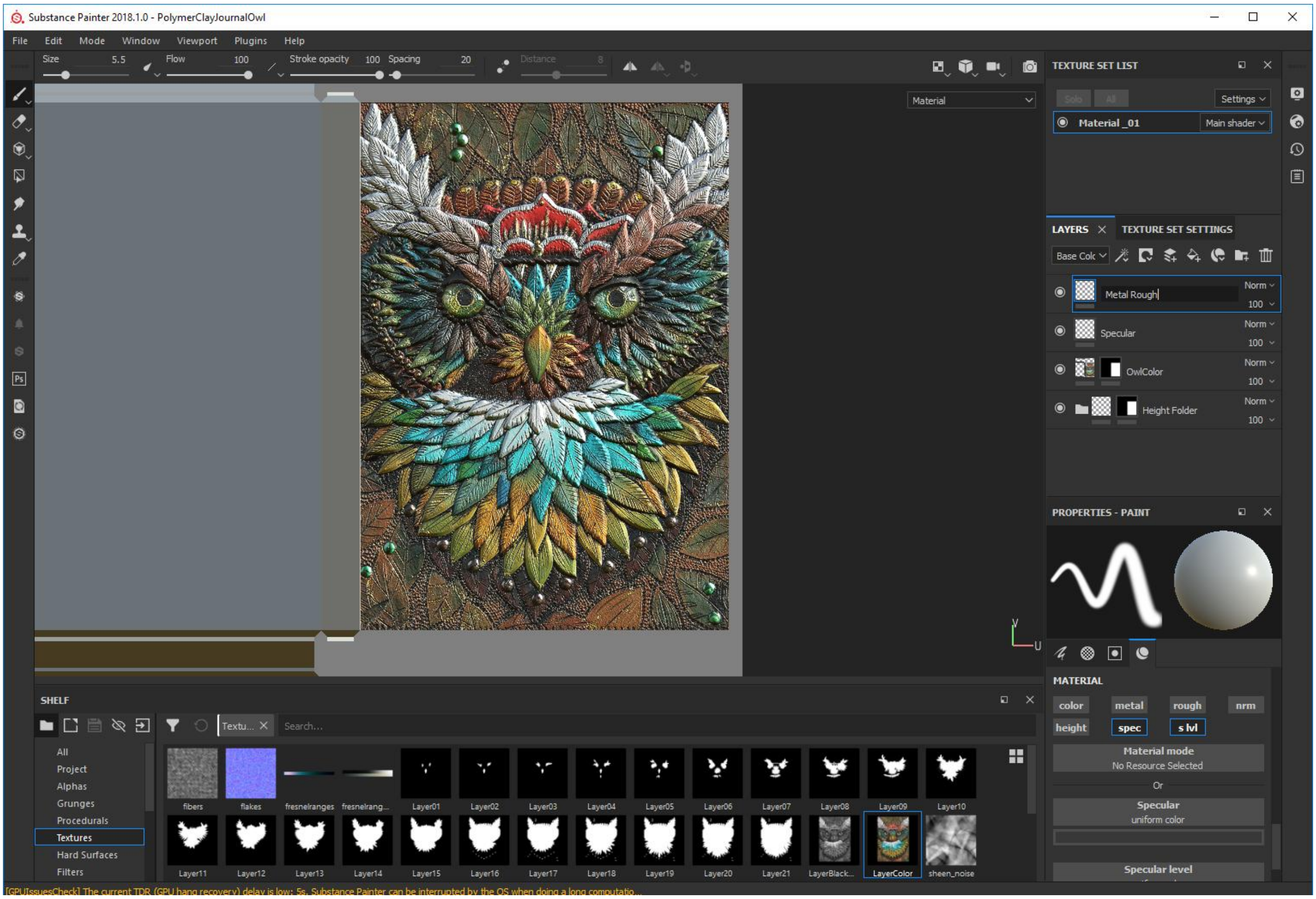
231. Also use specular paint on small ball



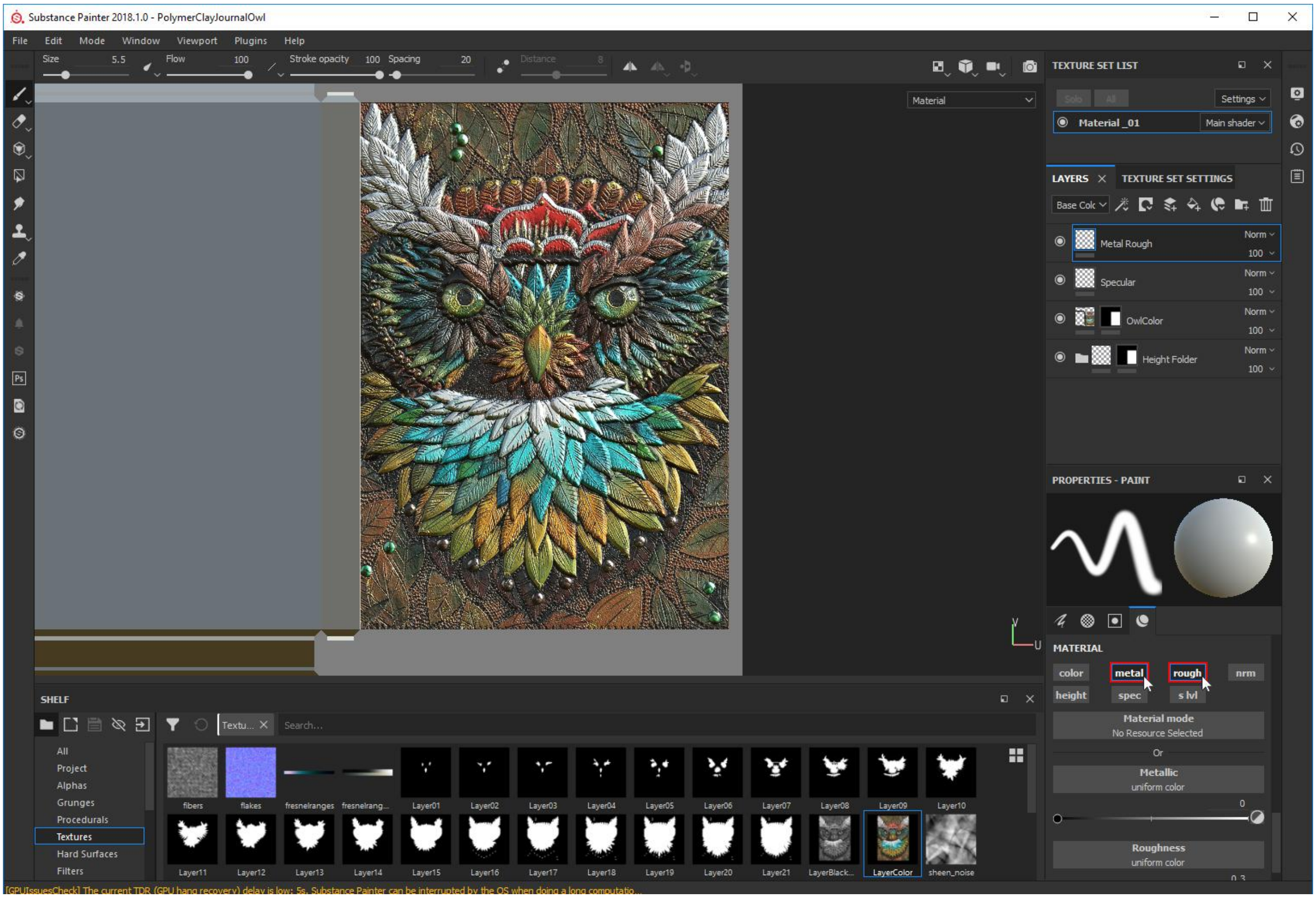
232. Click add a layer



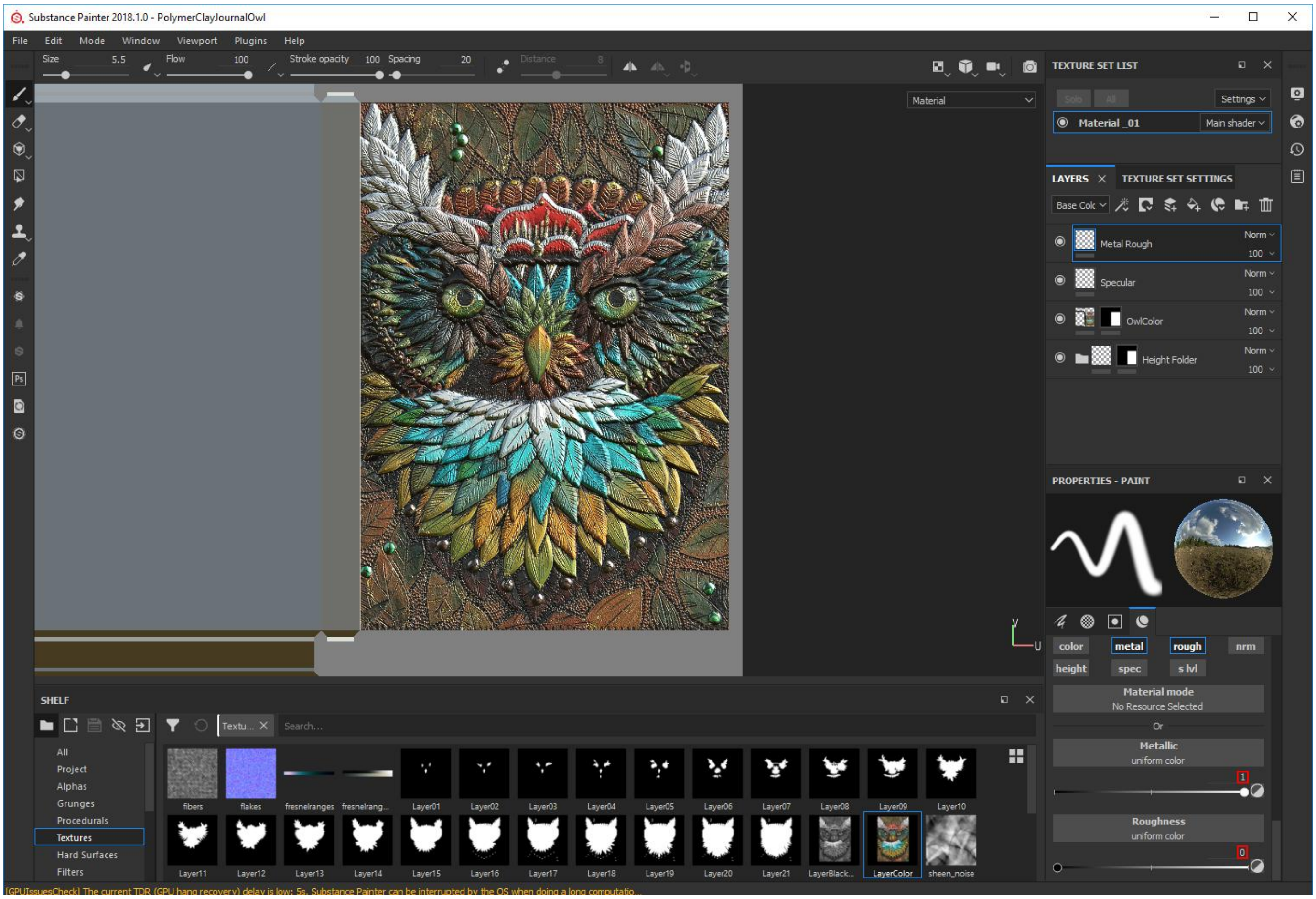
233. Rename layer as Metal Rough



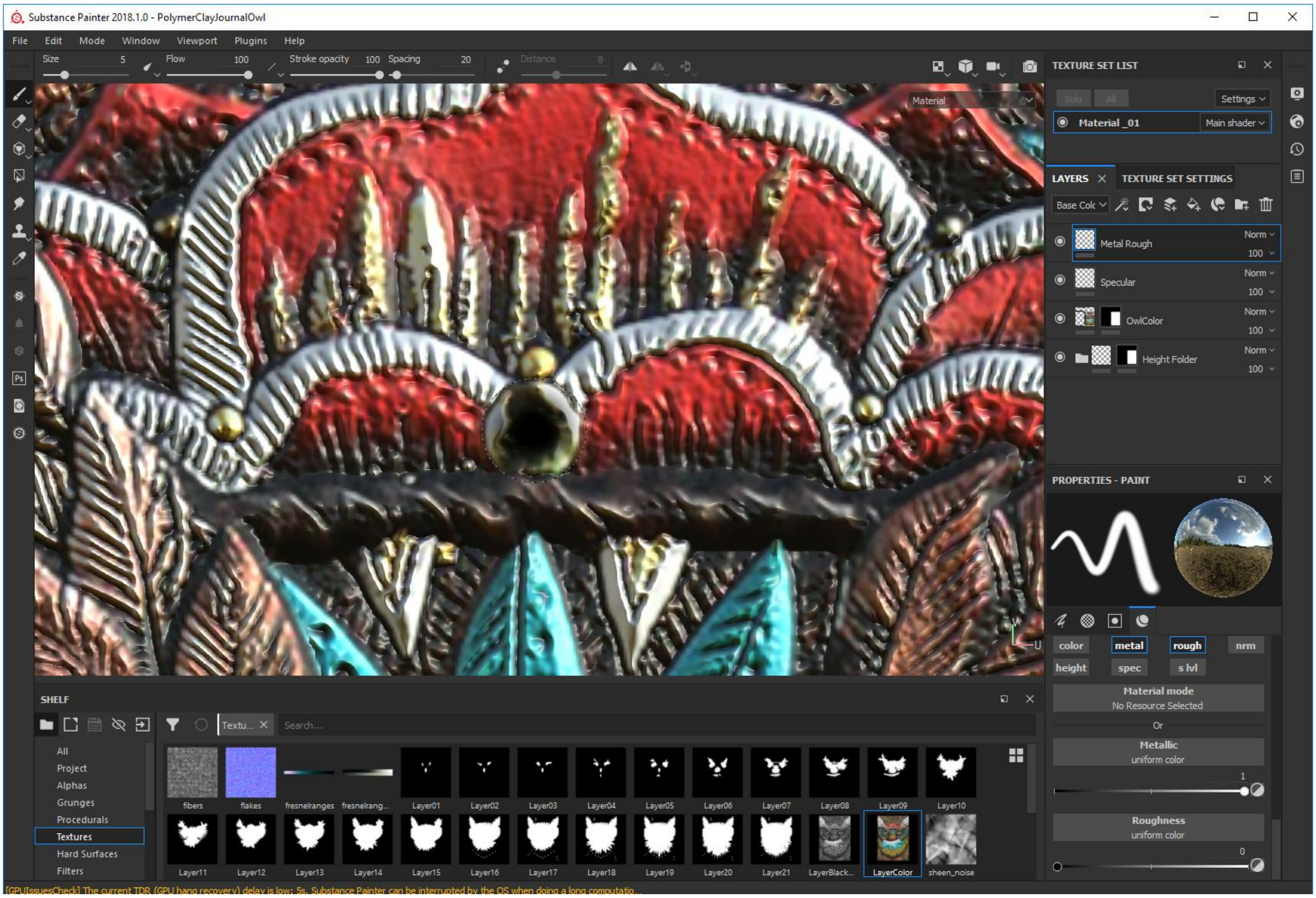
234. Disable all and enable metal and rough only



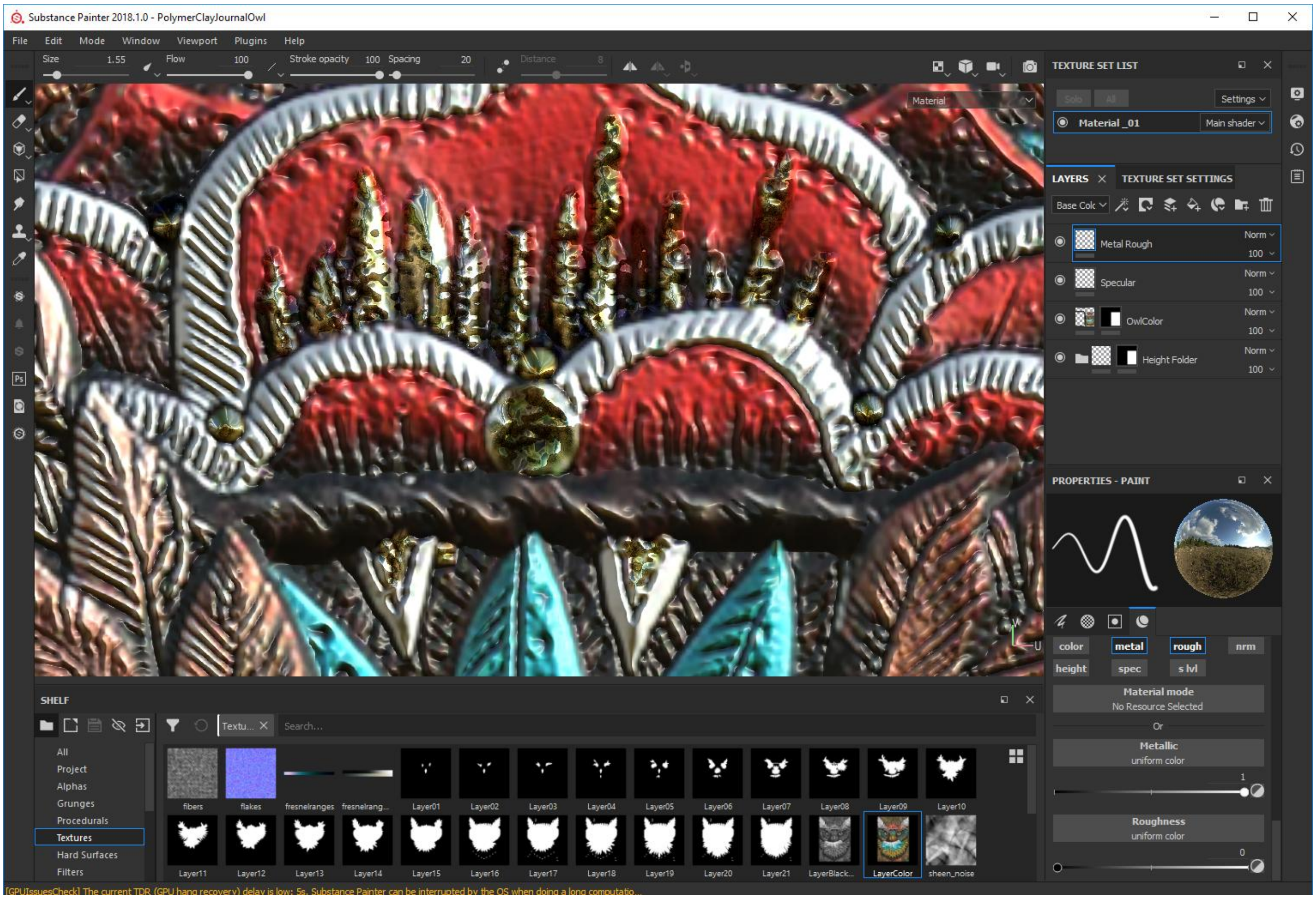
235. Adjust metallic to 1 and roughness to 0



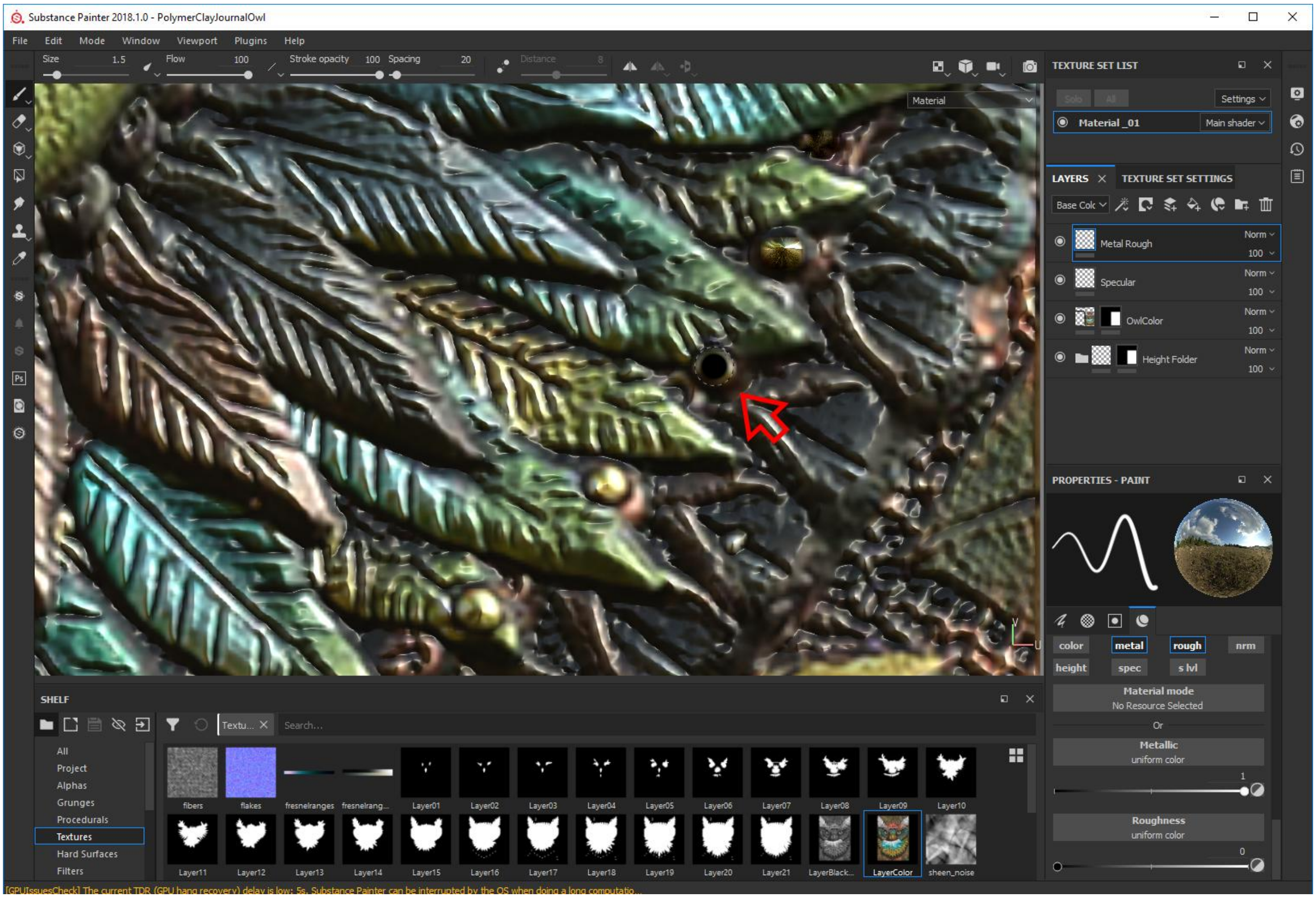
236.Paint for metal part



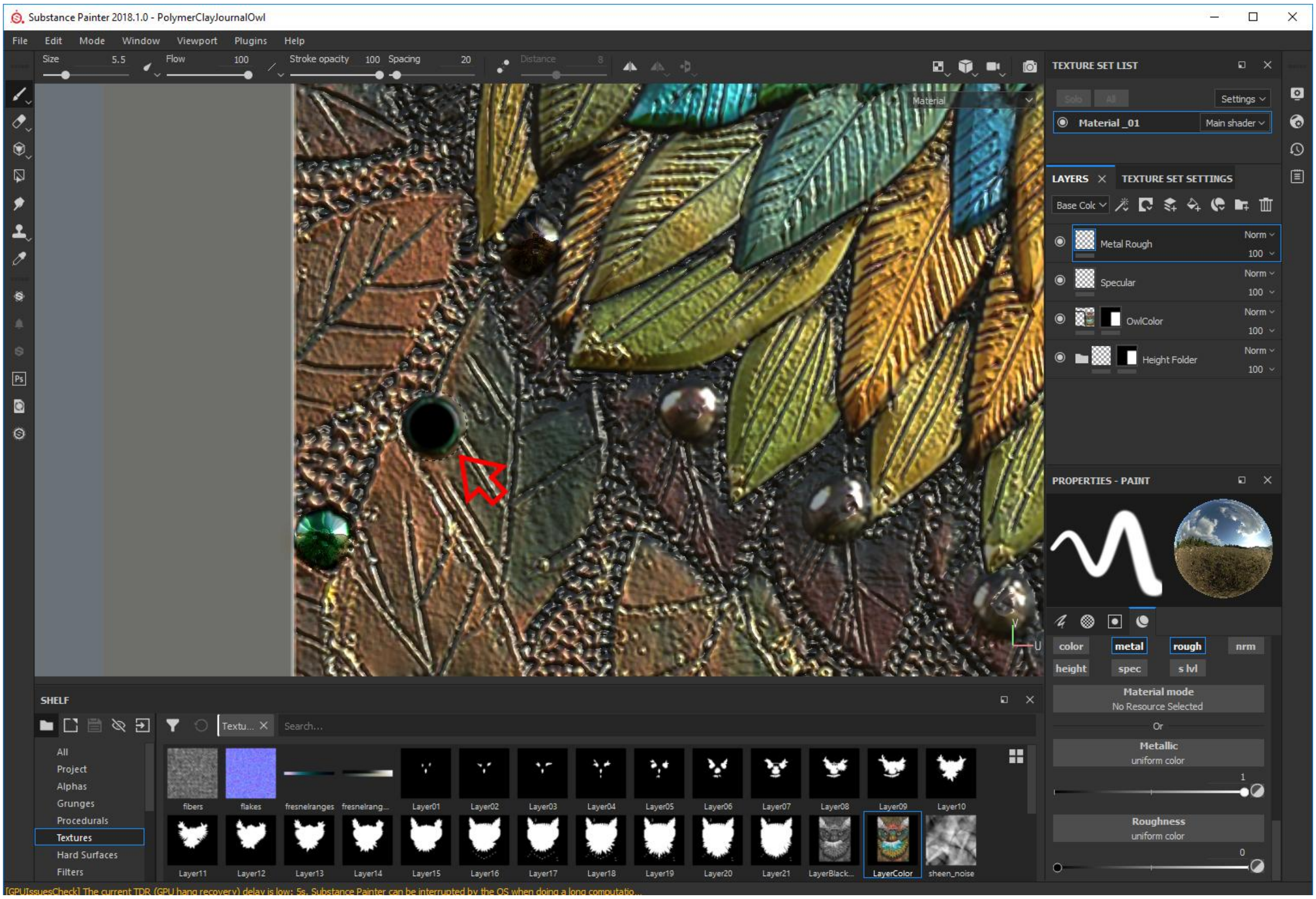
237. After paint them



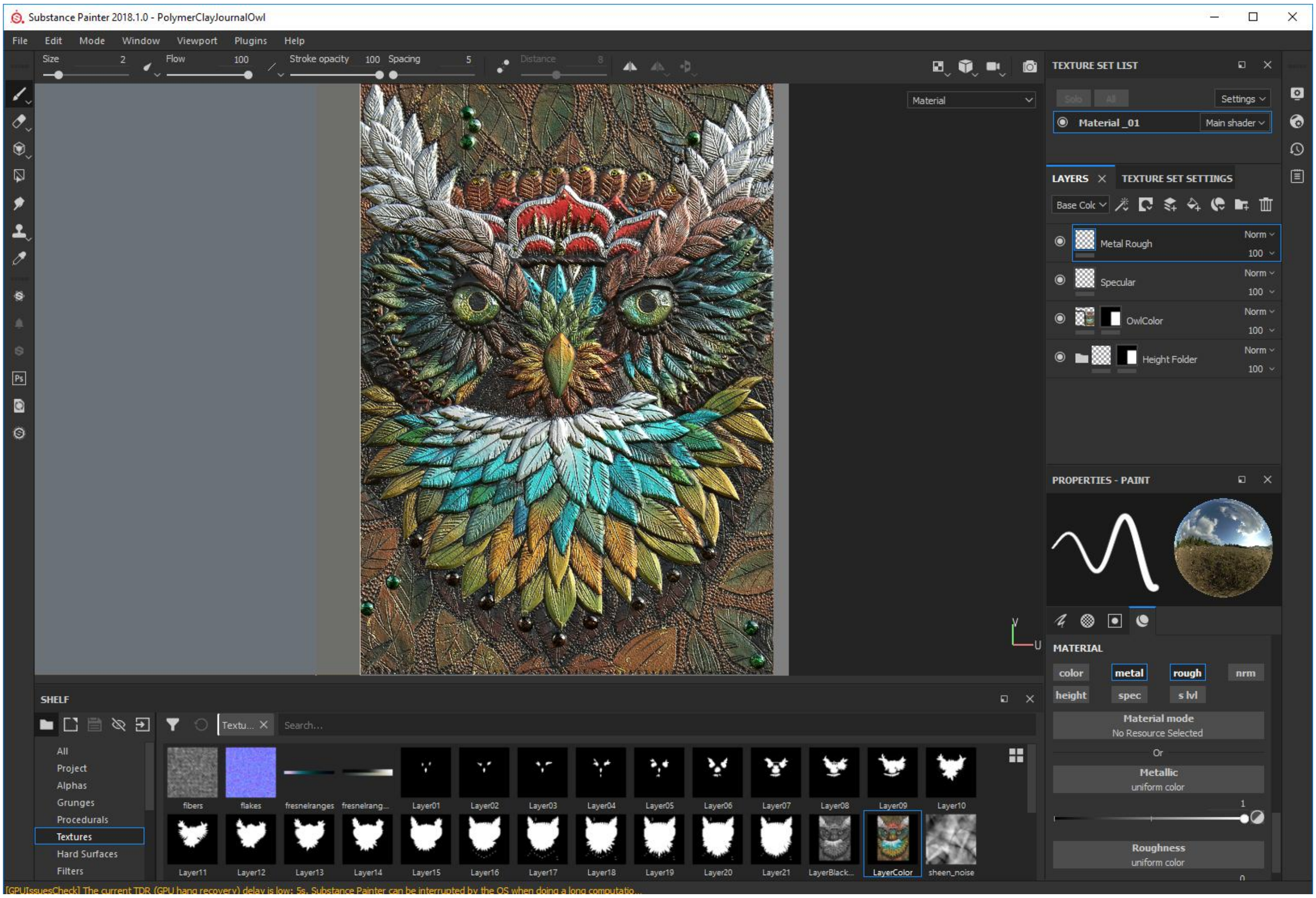
238. Also for small metal ball



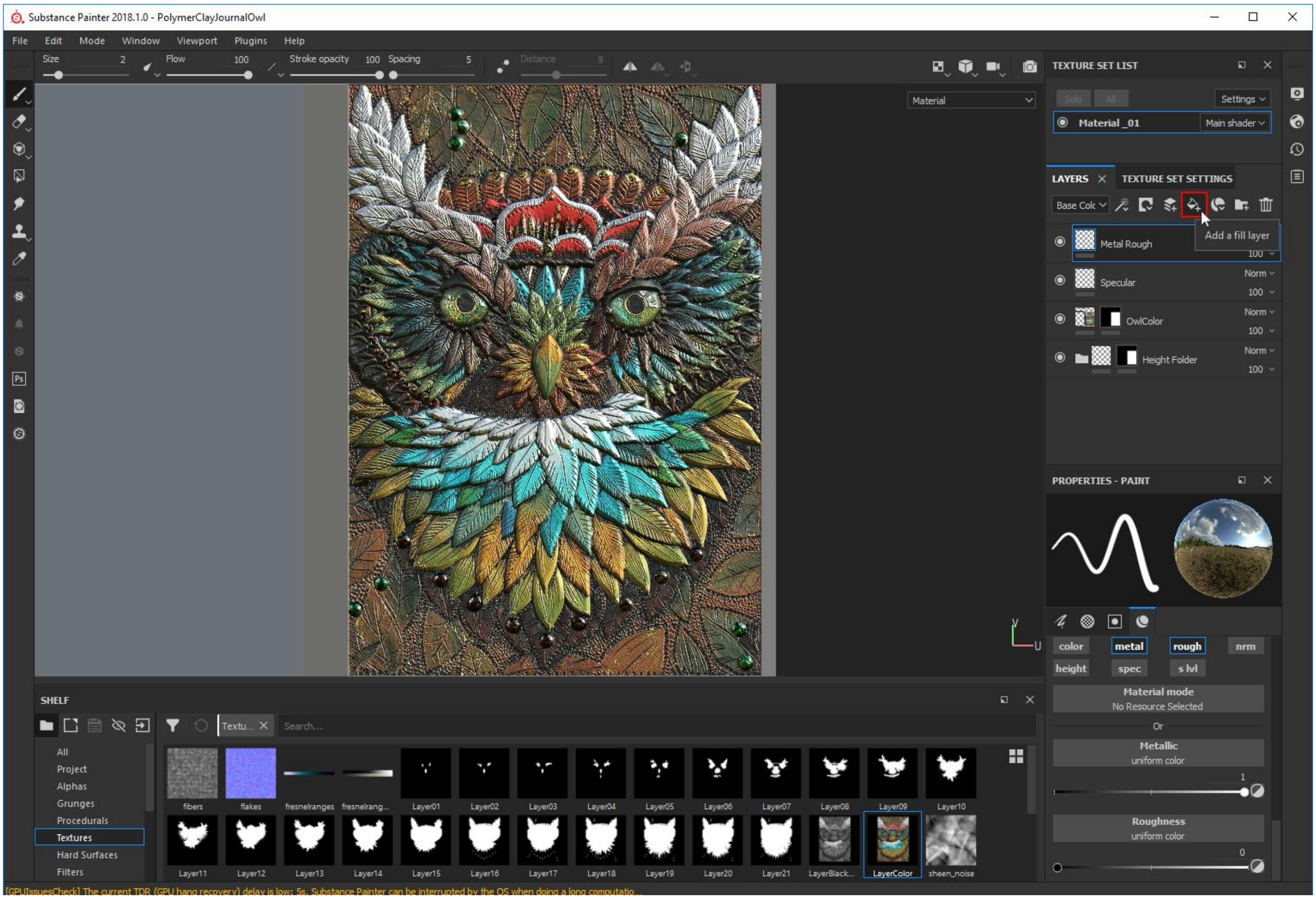
239. Again, paint on small metal ball



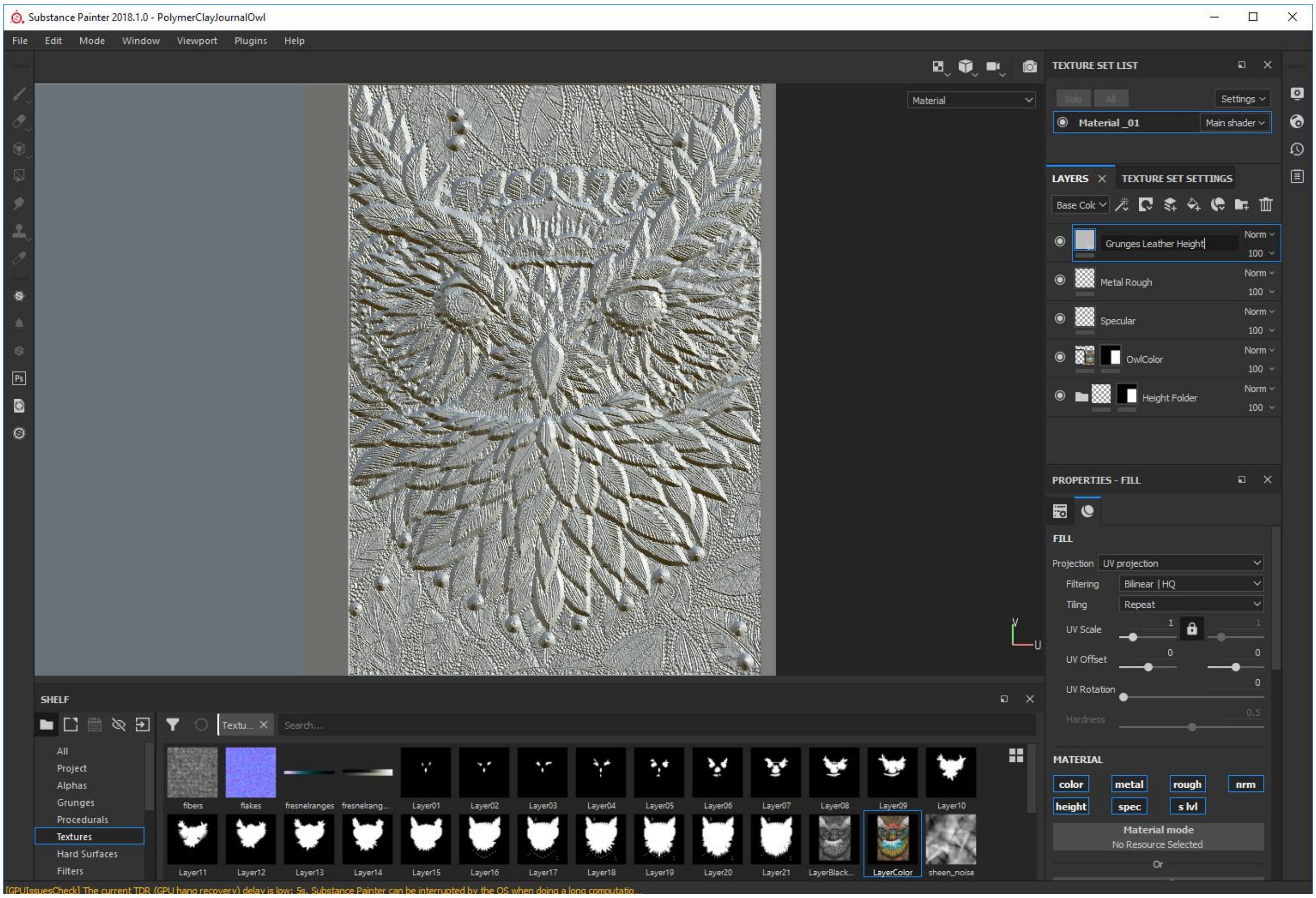
240. Done



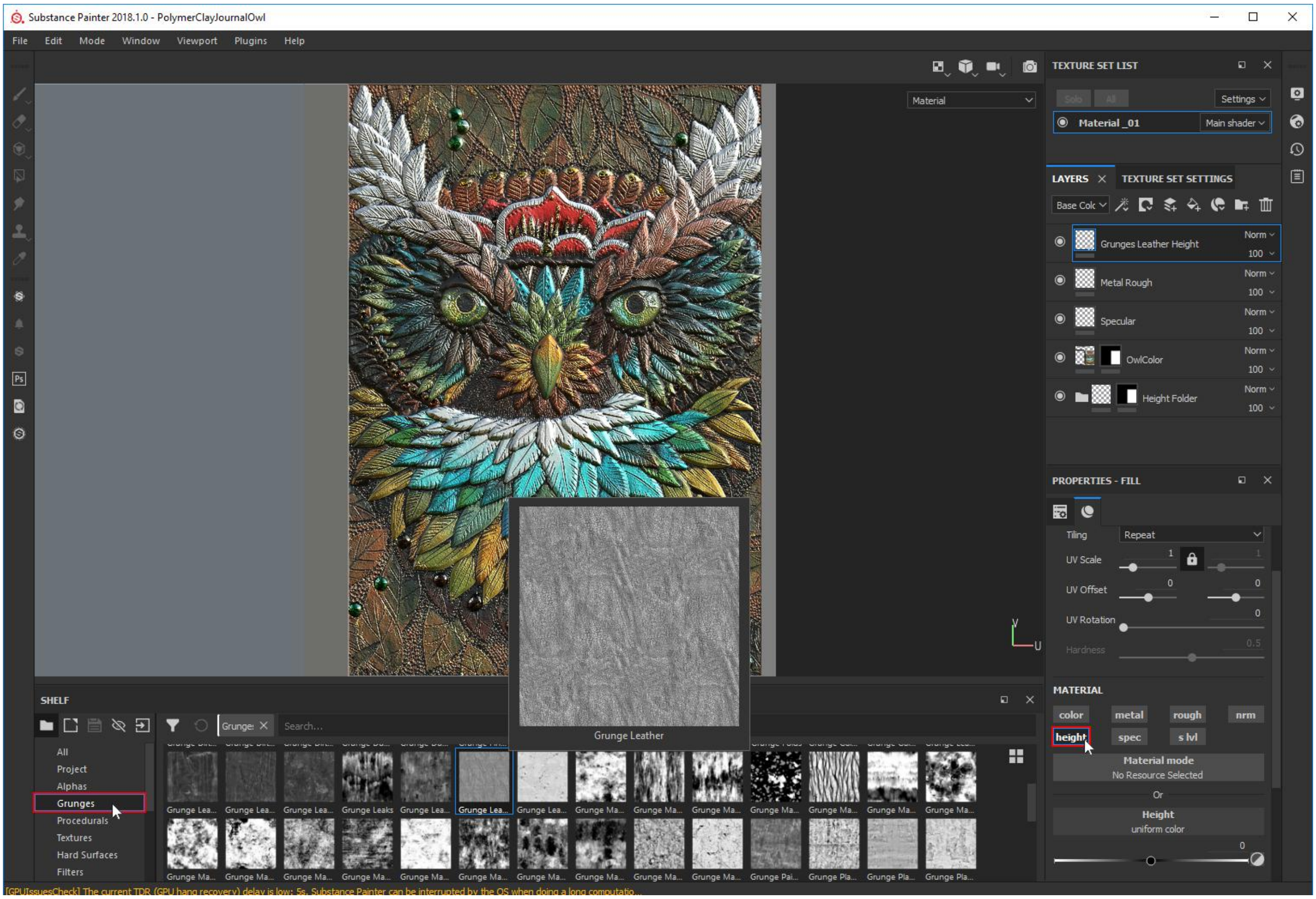
241. Click add a fill layer



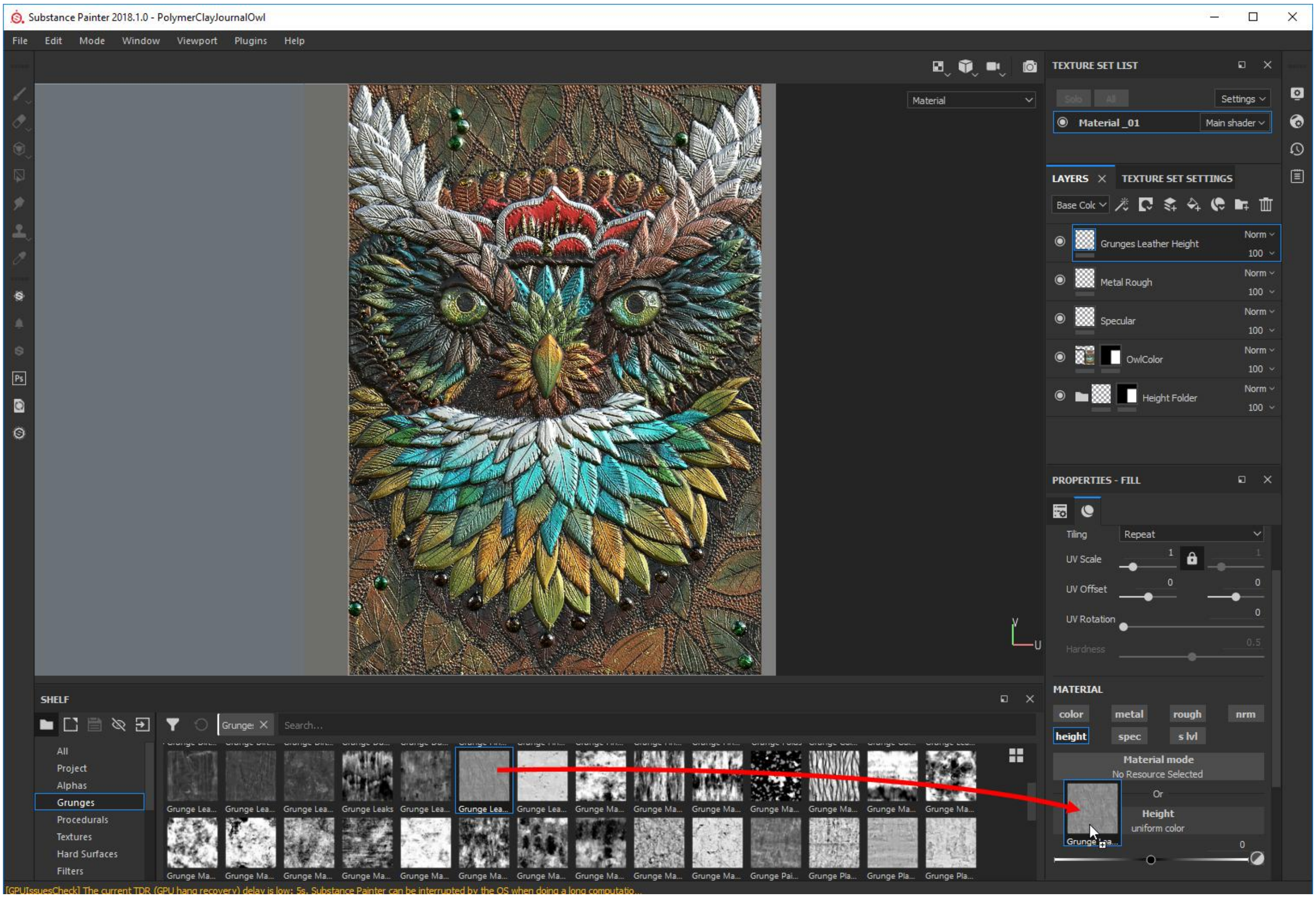
242. Rename layer as Grunges Leather Height



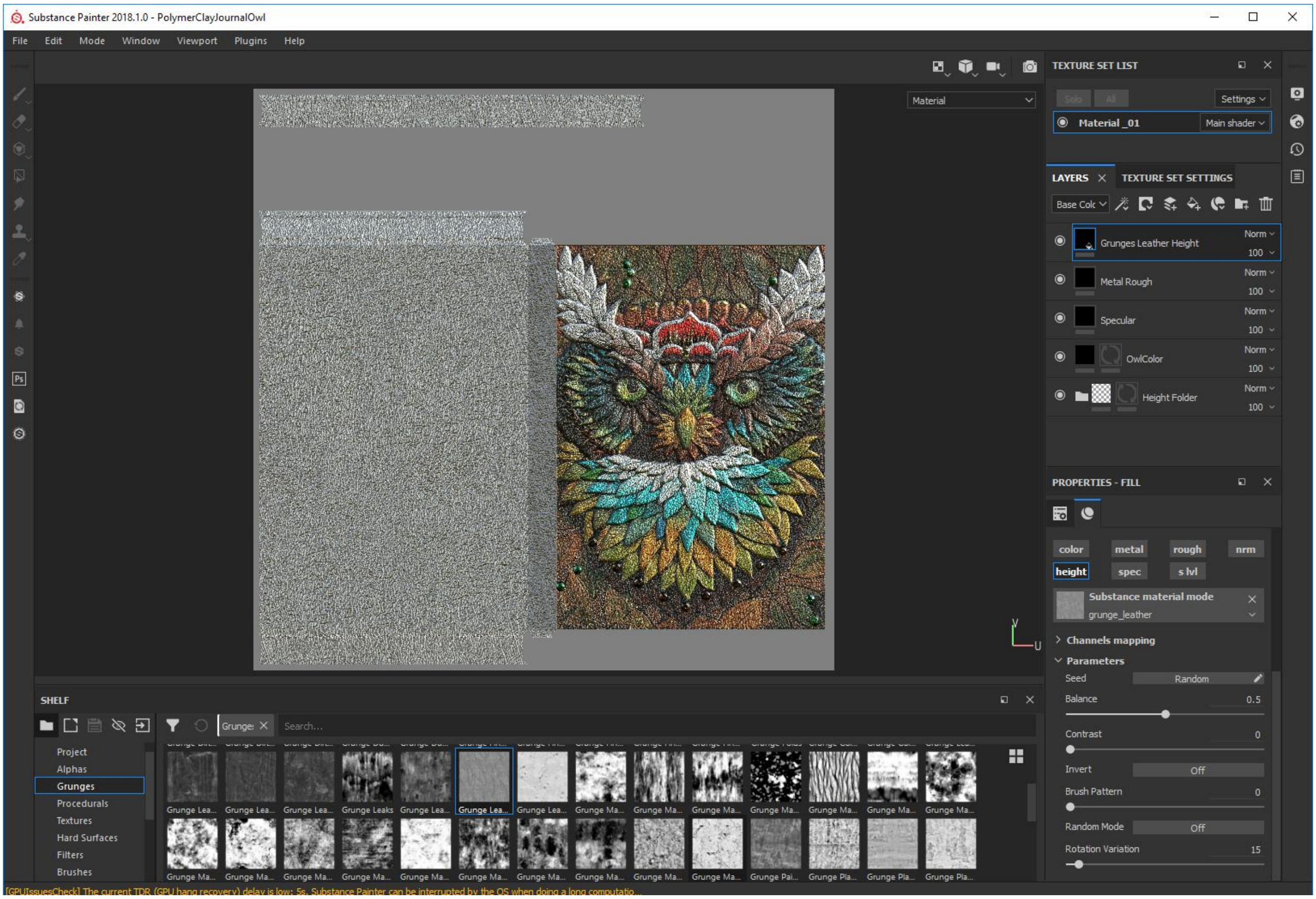
243. Enable height only, and click Grunges → find Grunge Leather



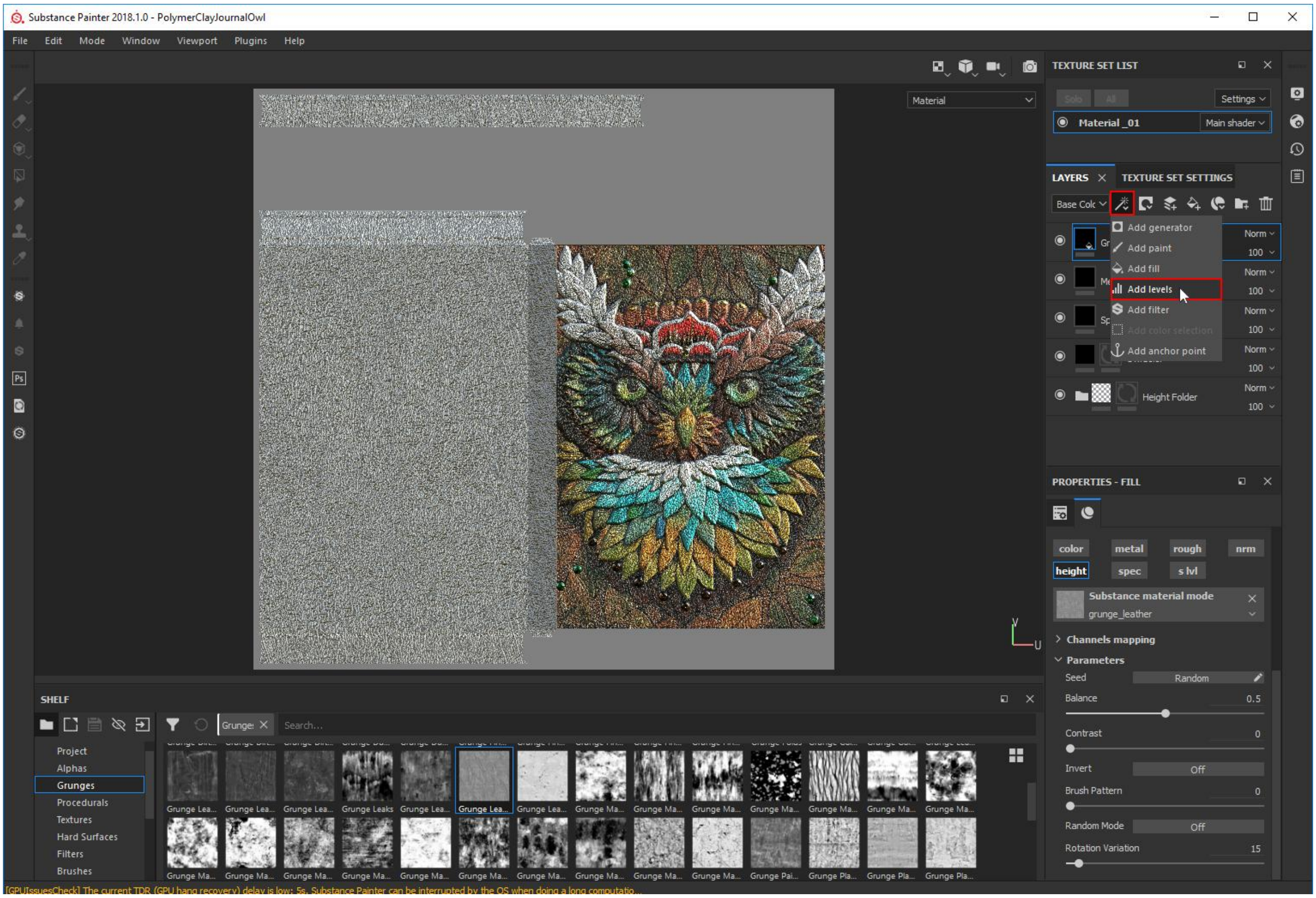
244.Drag Grunge Leather → Height



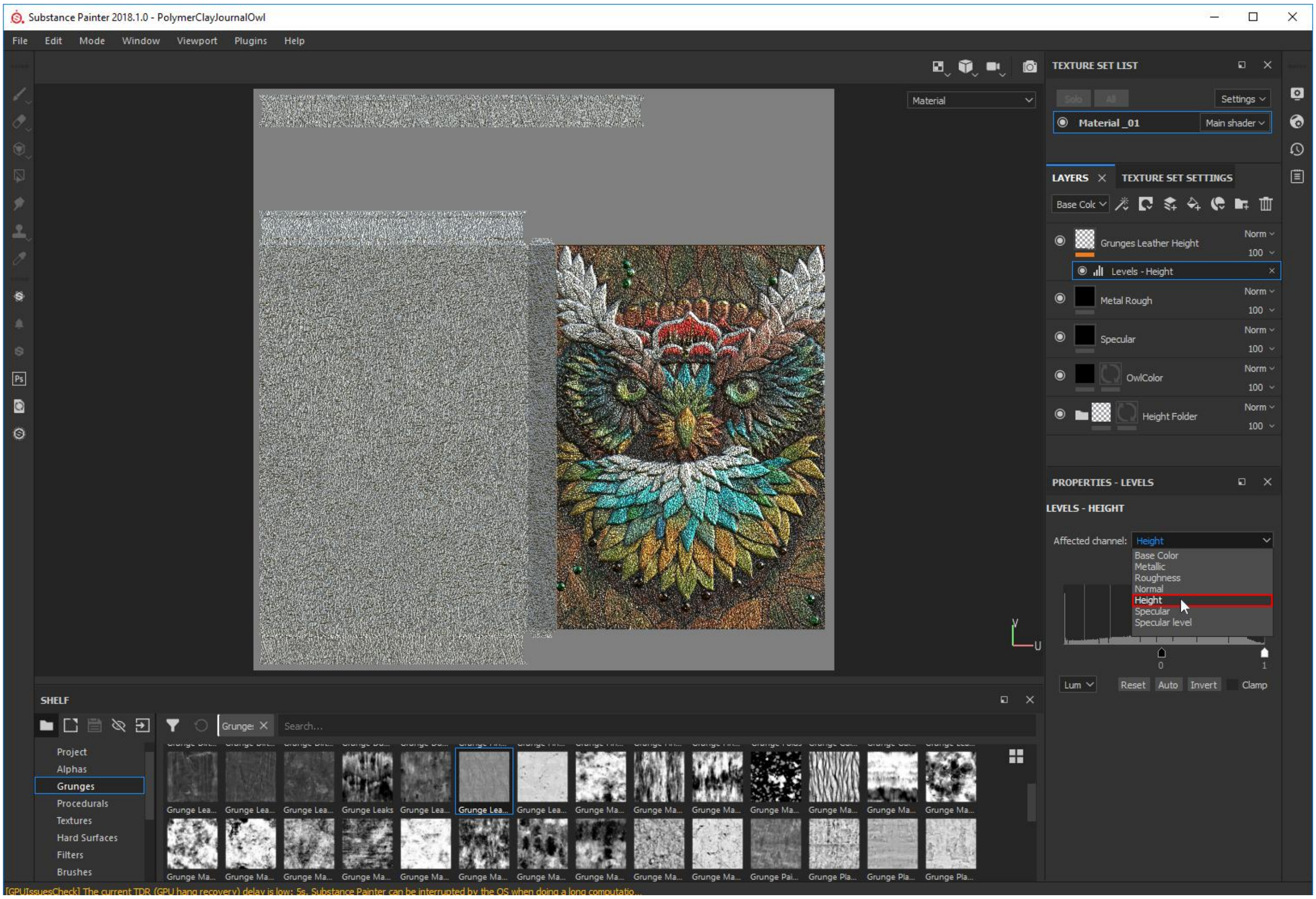
245. After drag Grunges Leather to height



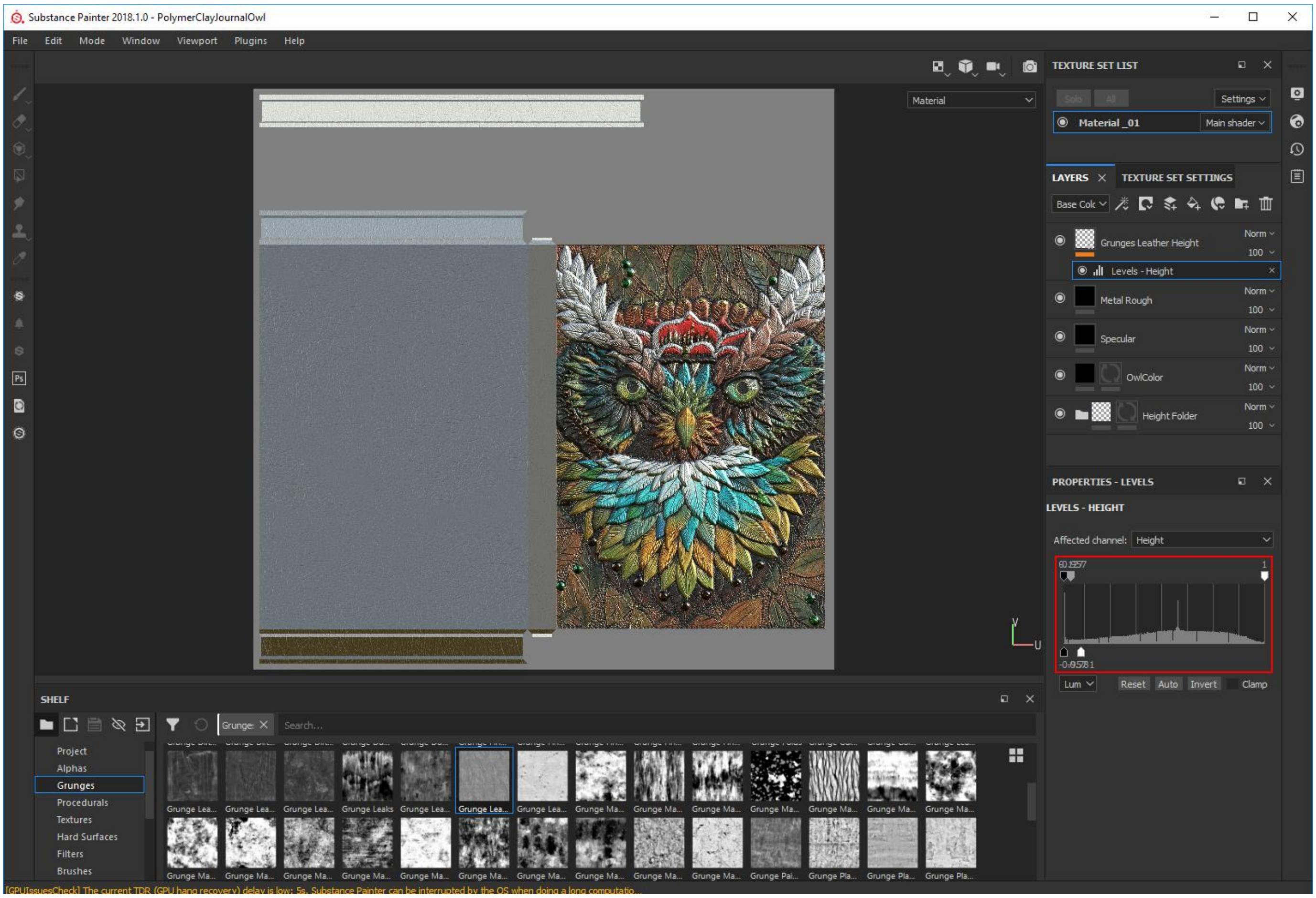
246. Click add levels for Grunges Leather Height



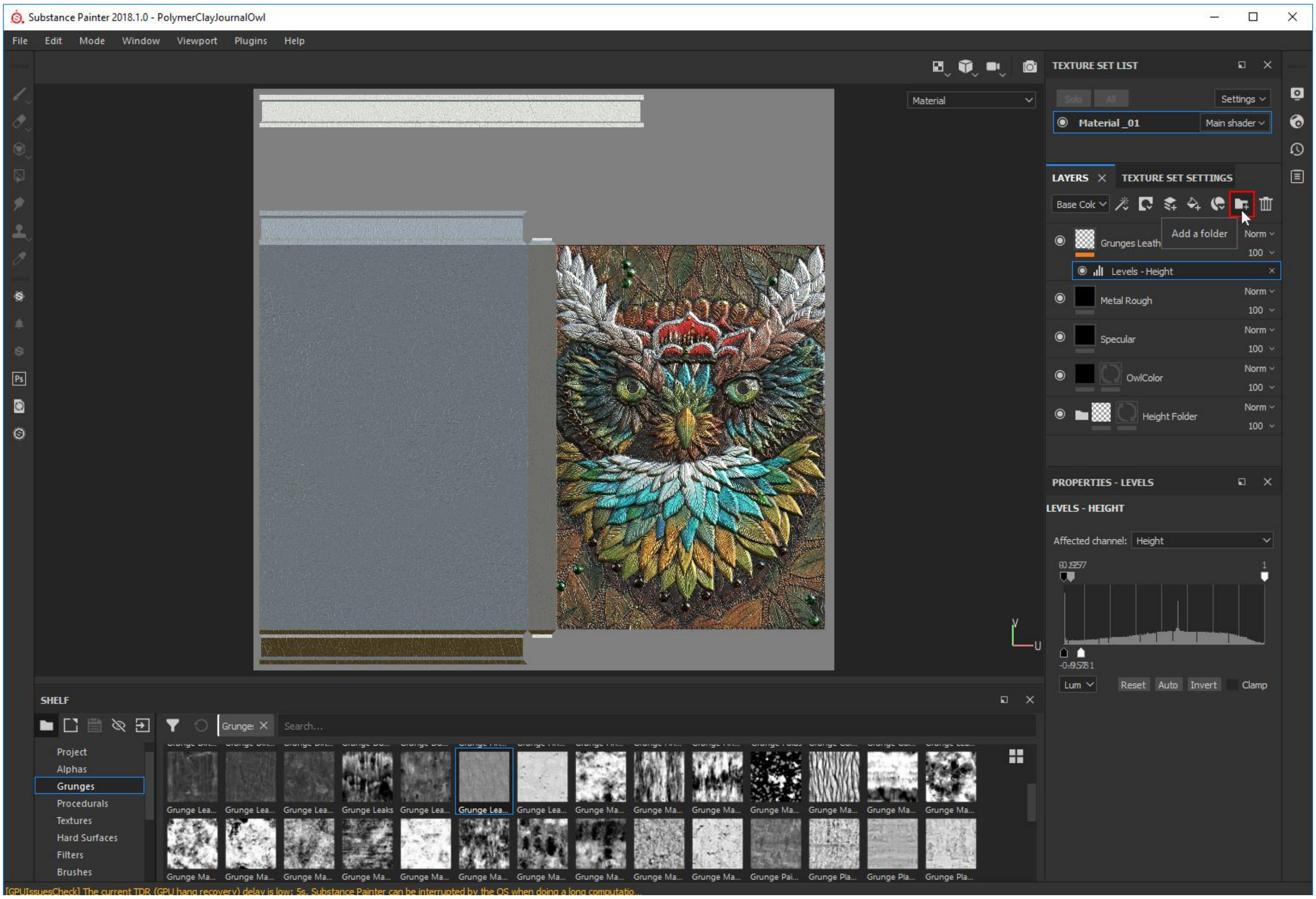
247. Affected channel → Height



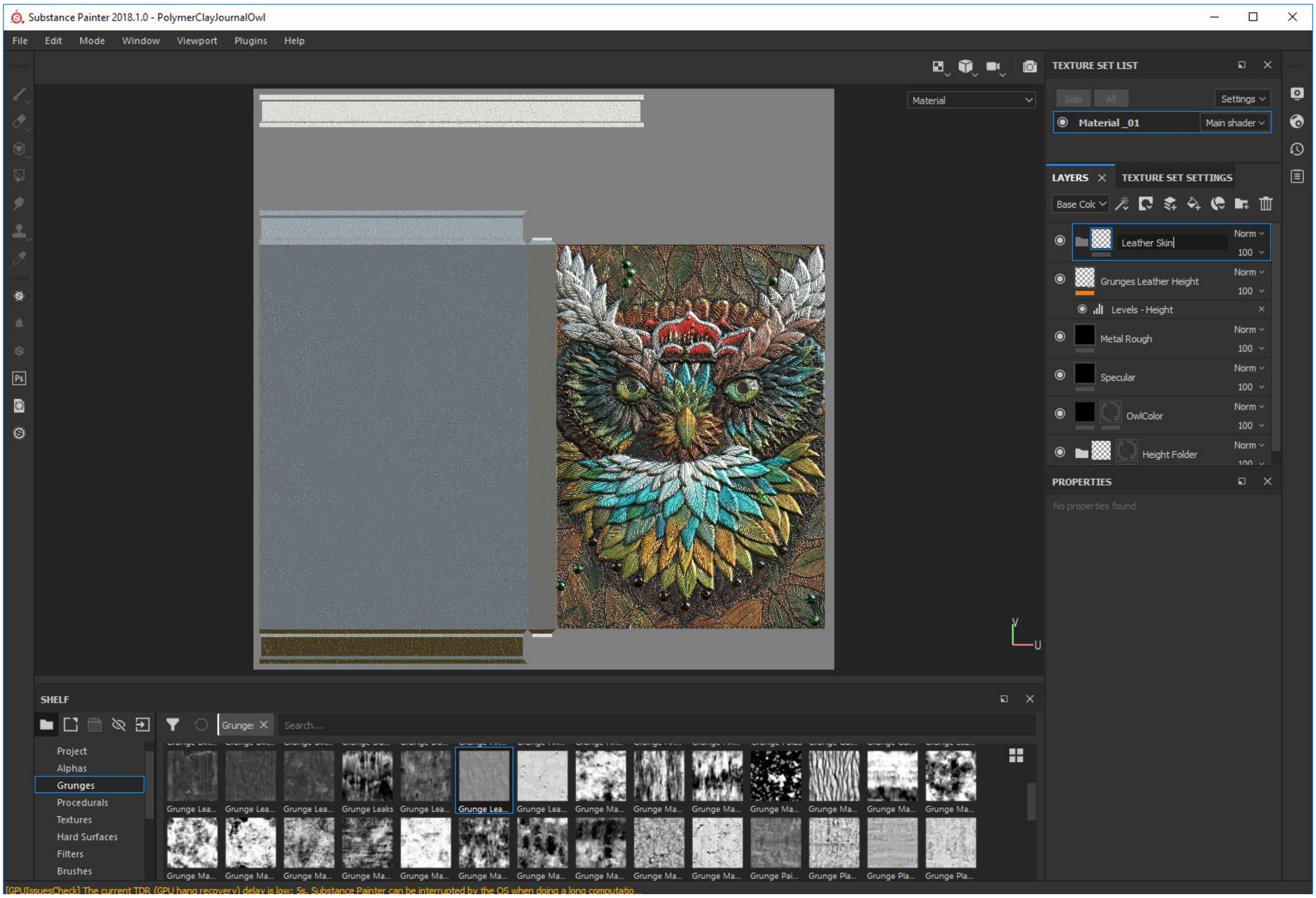
248. Adjust height output



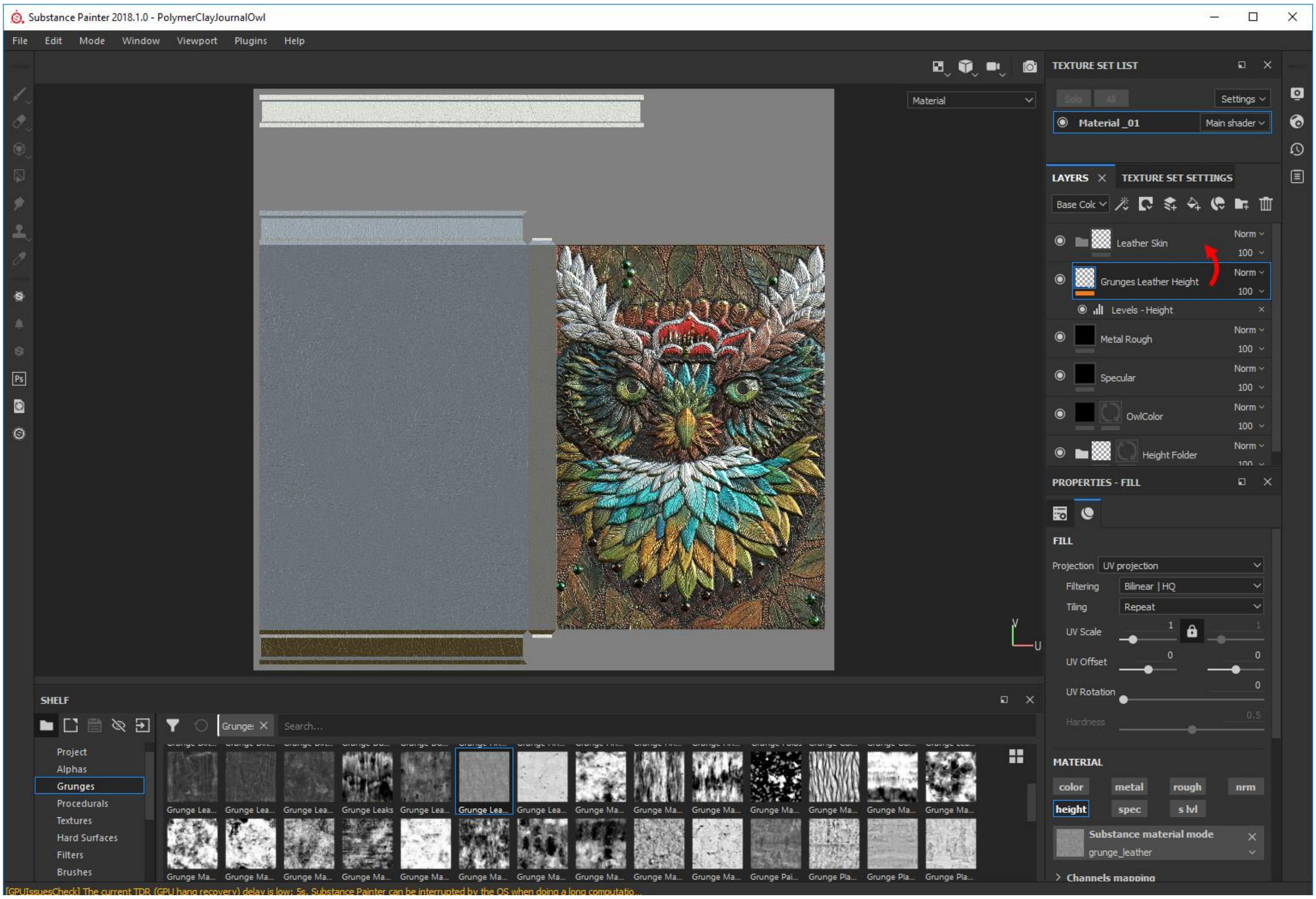
249. Click add a folder



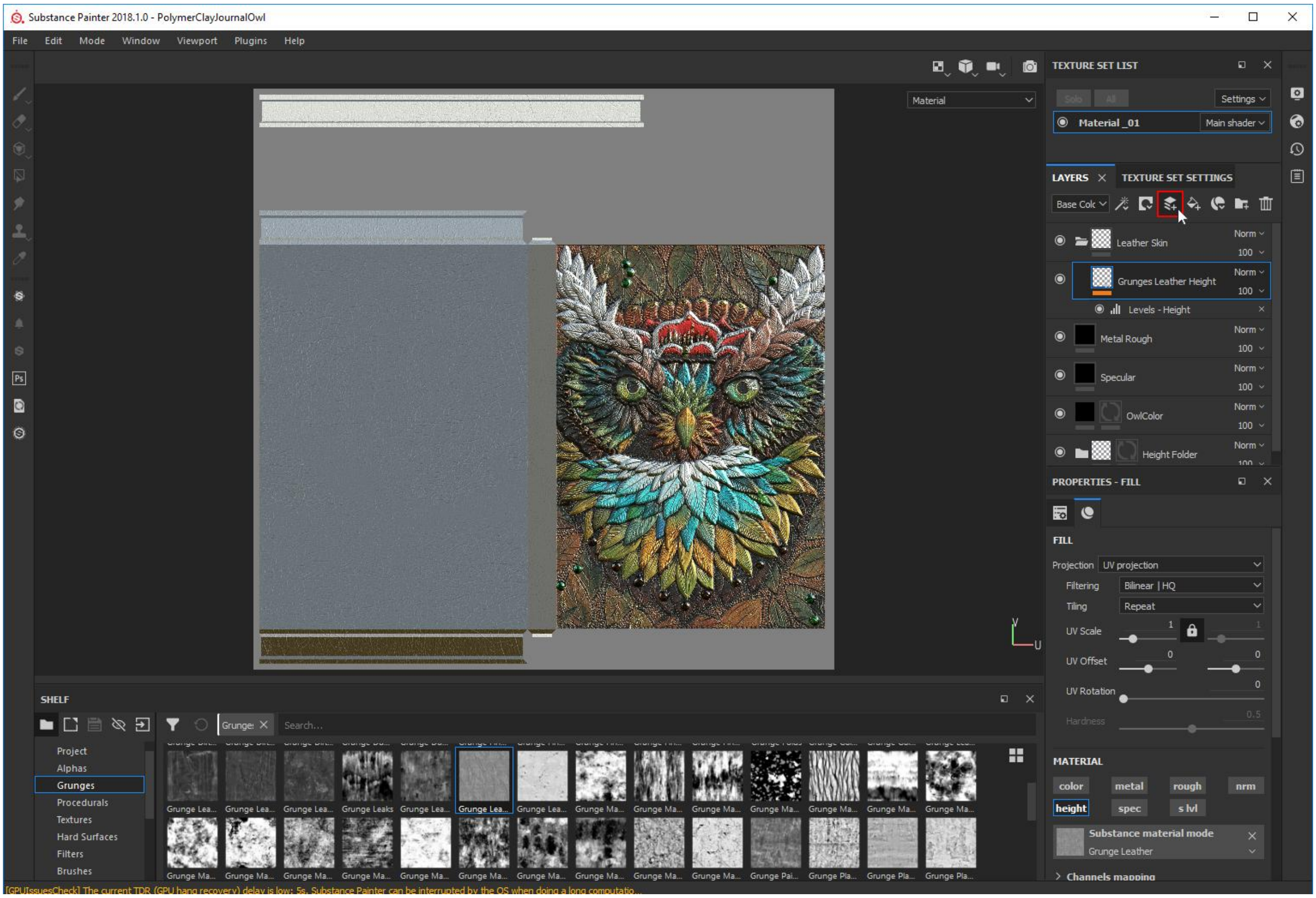
250.Rename as Leather Skin



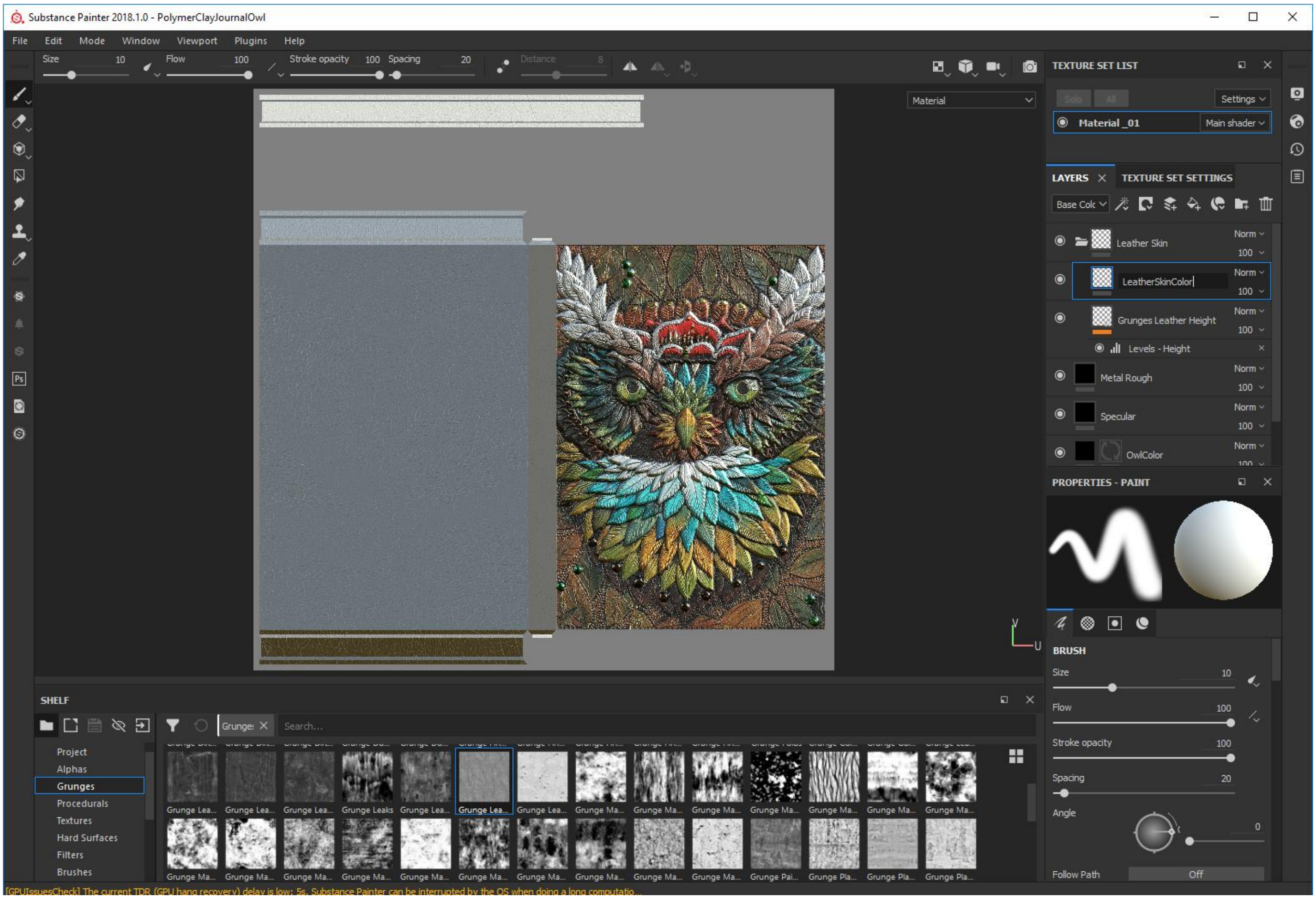
251. Drag Grunges Leather Height into Leather Skin folder



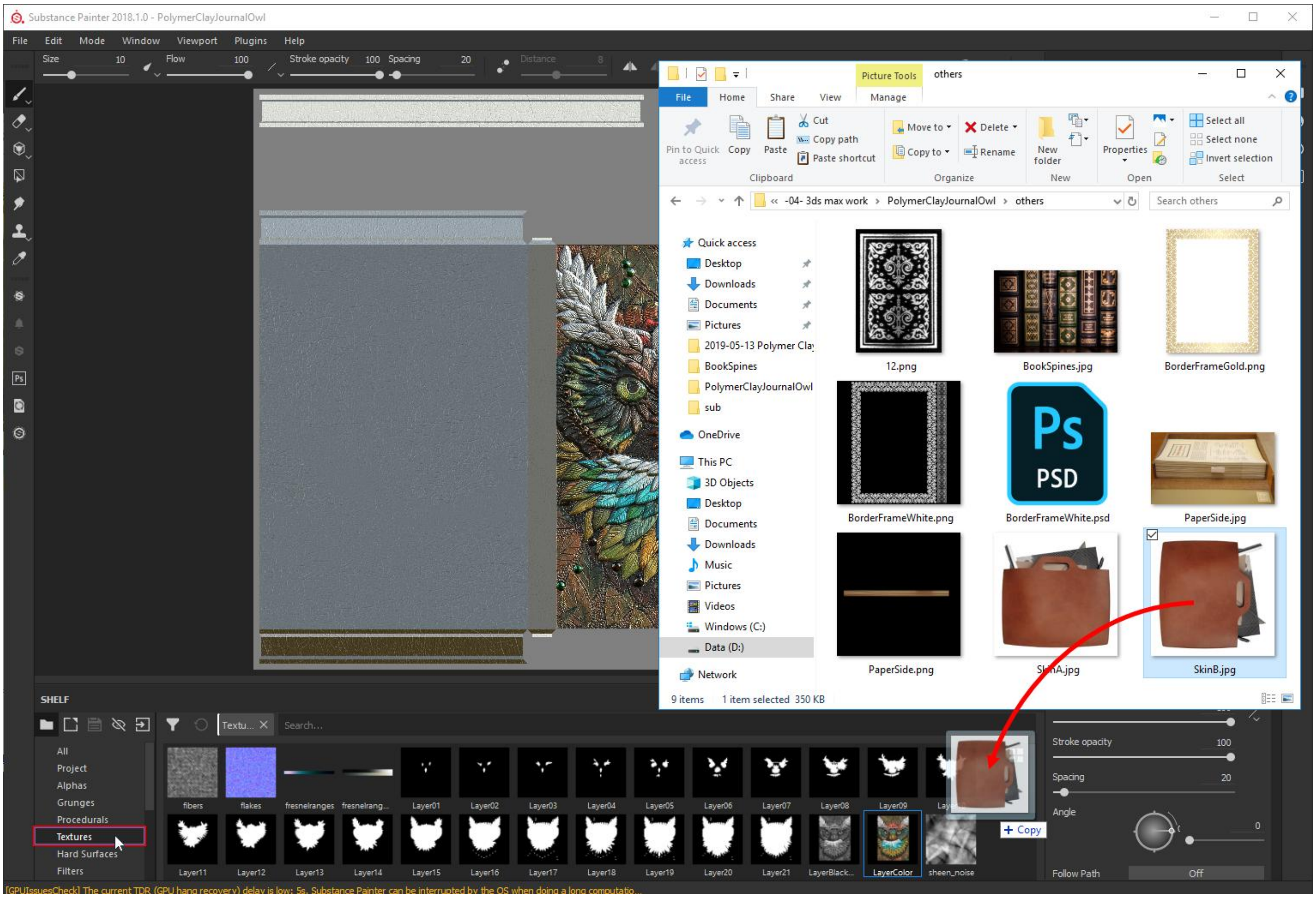
252. Click add a fill layer



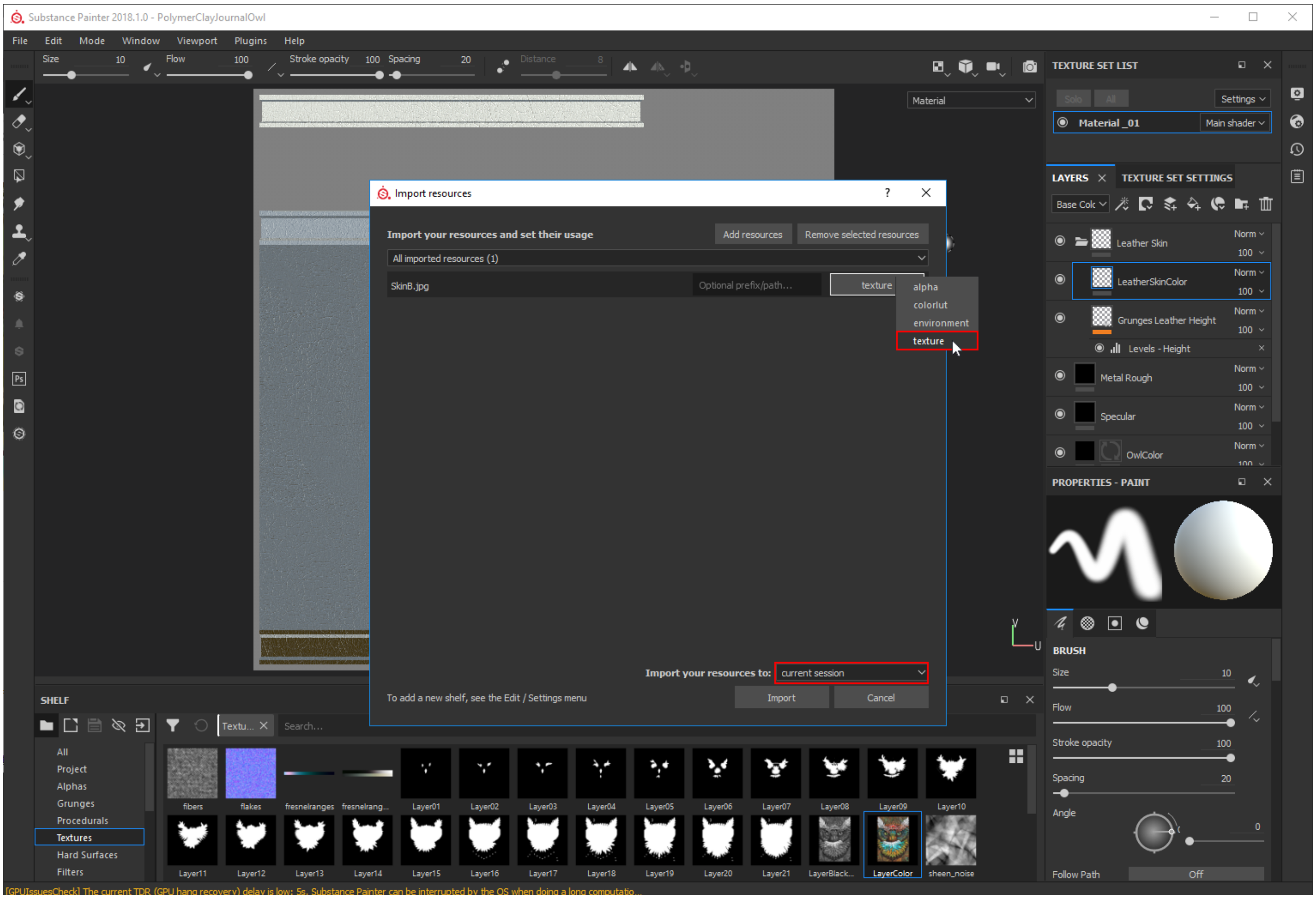
253. Rename as Leather Skin Color



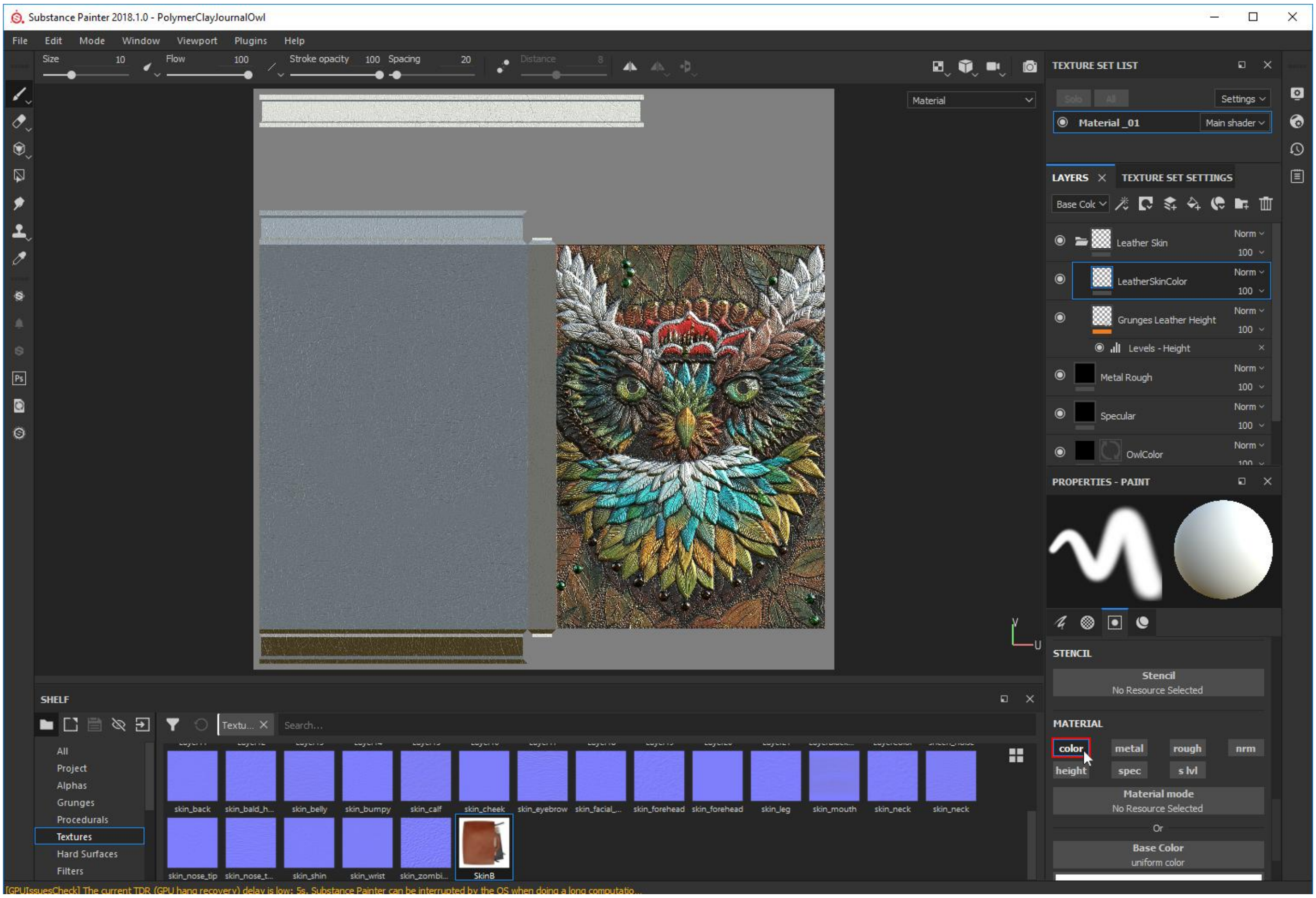
254. Import leather picture into substance painter



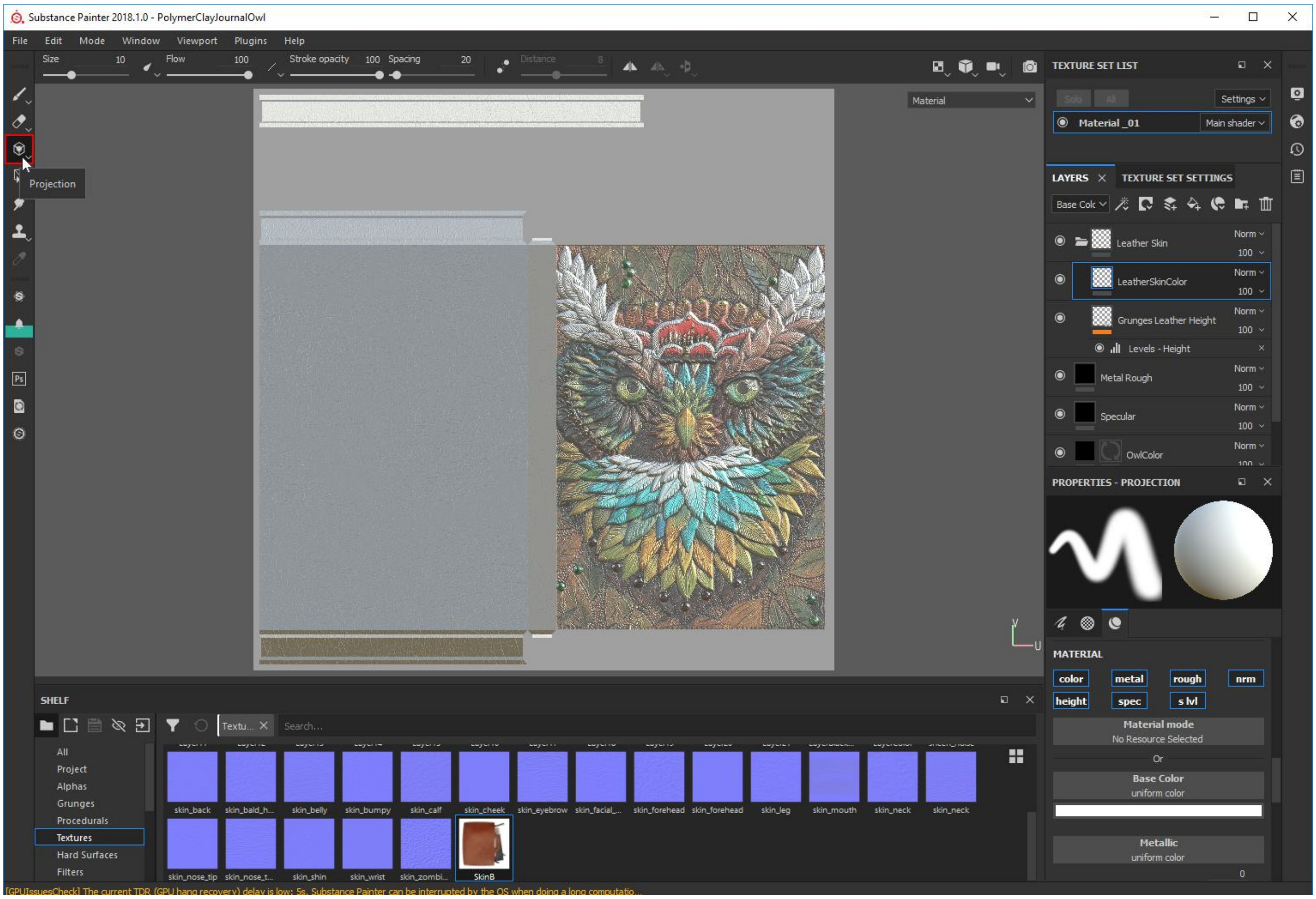
255. After import, select texture and current session



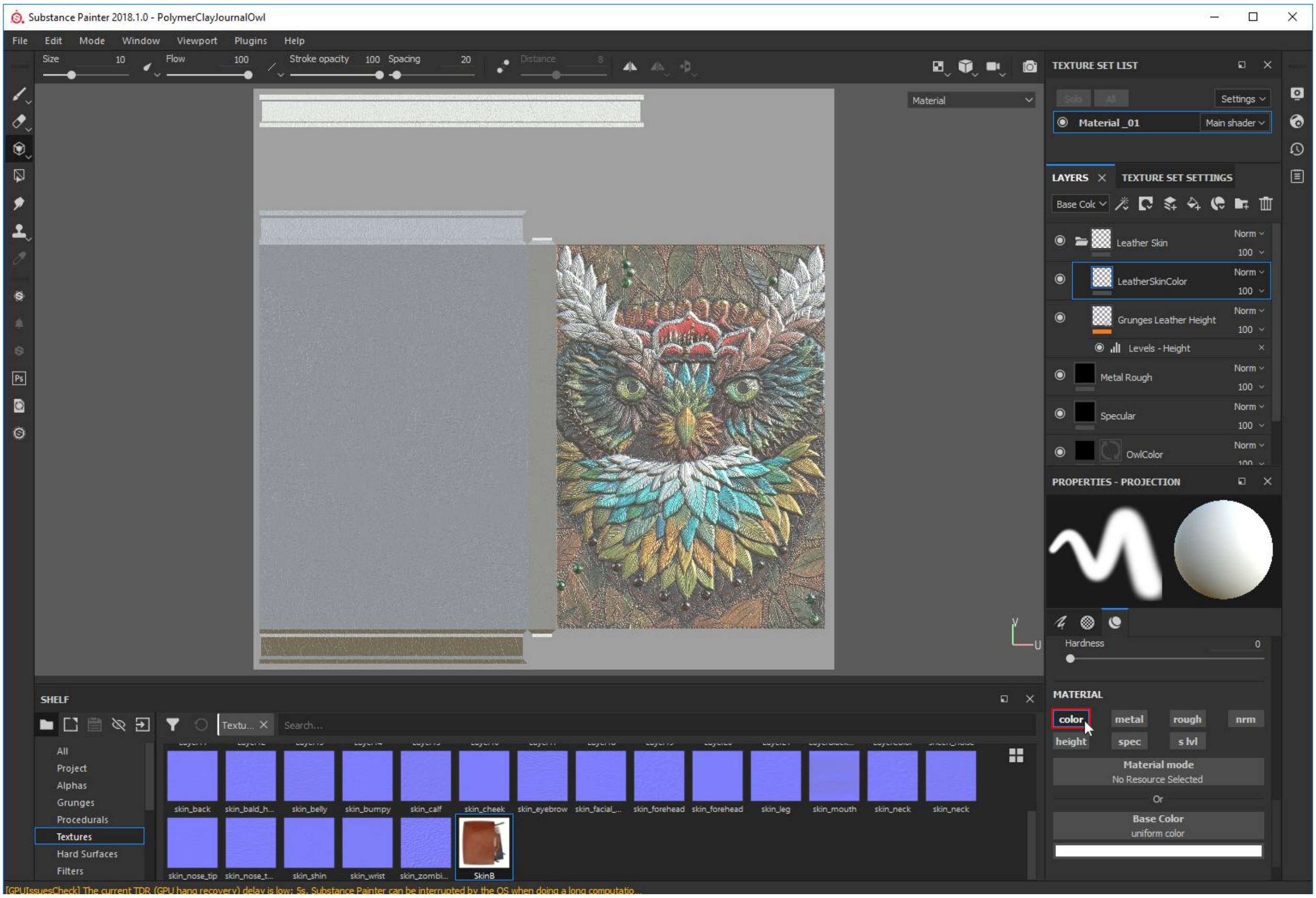
256. Scroll down, disable all and enable color only



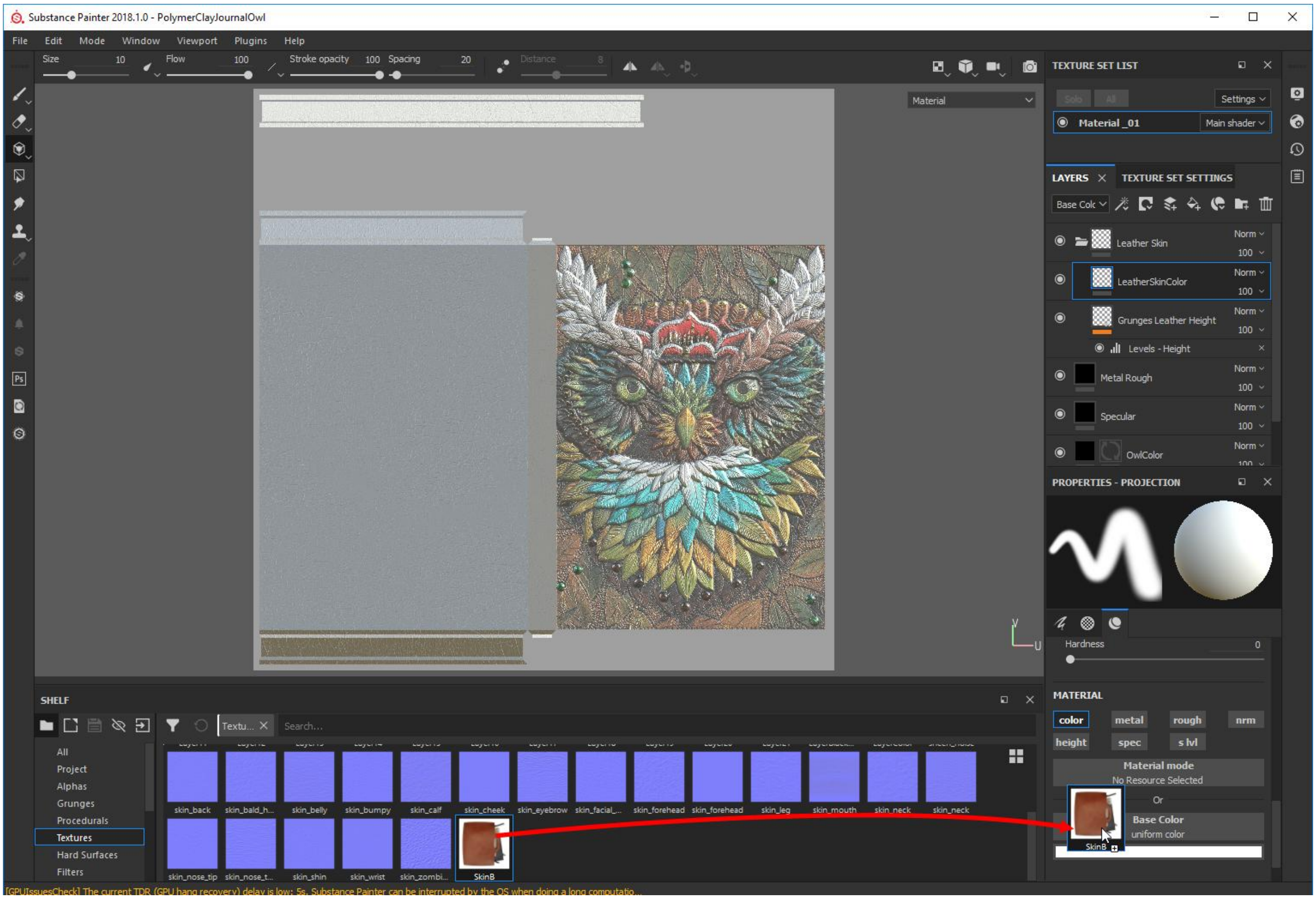
257. Click Projection



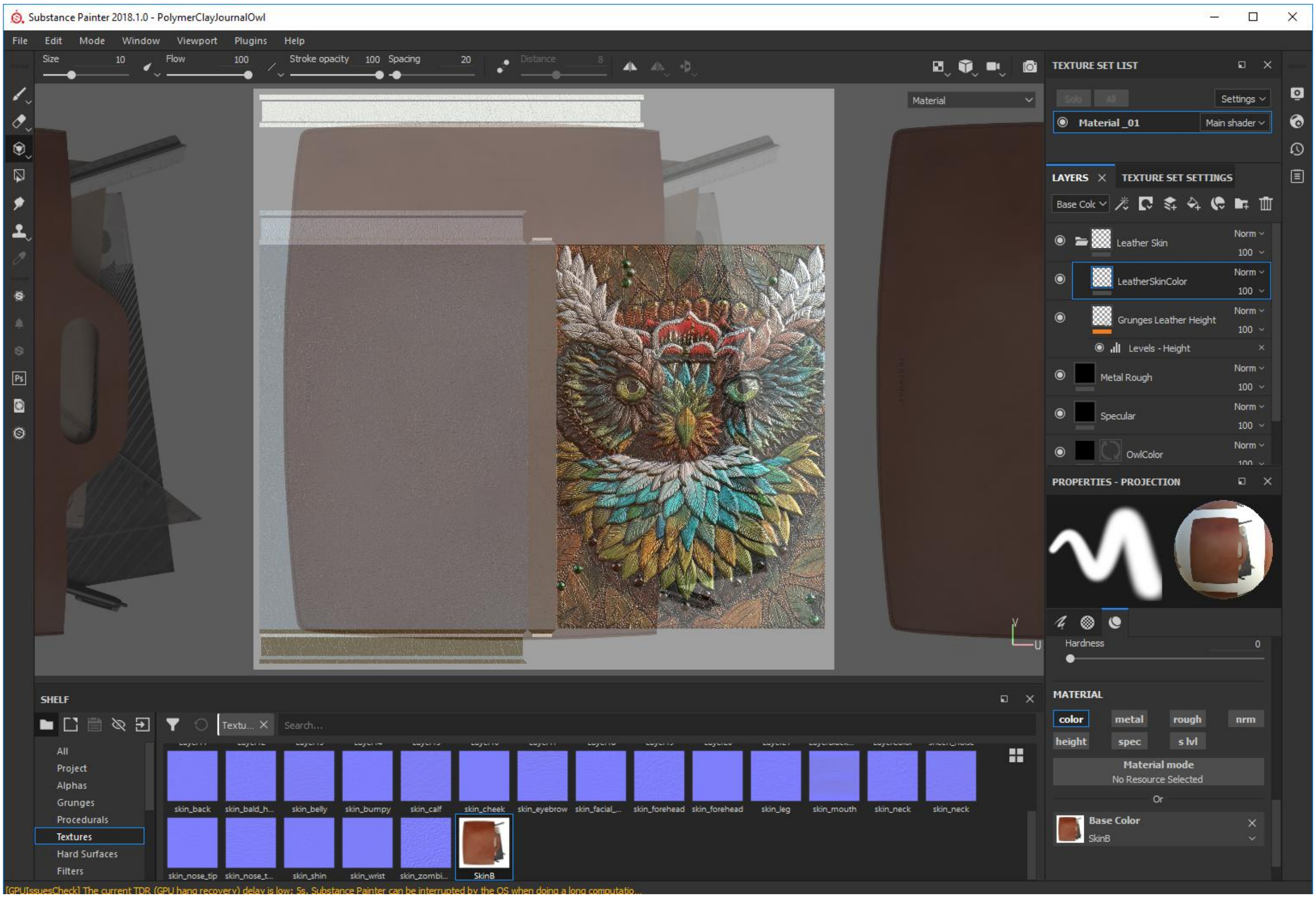
258. After click Projection, disable all and enable color on material



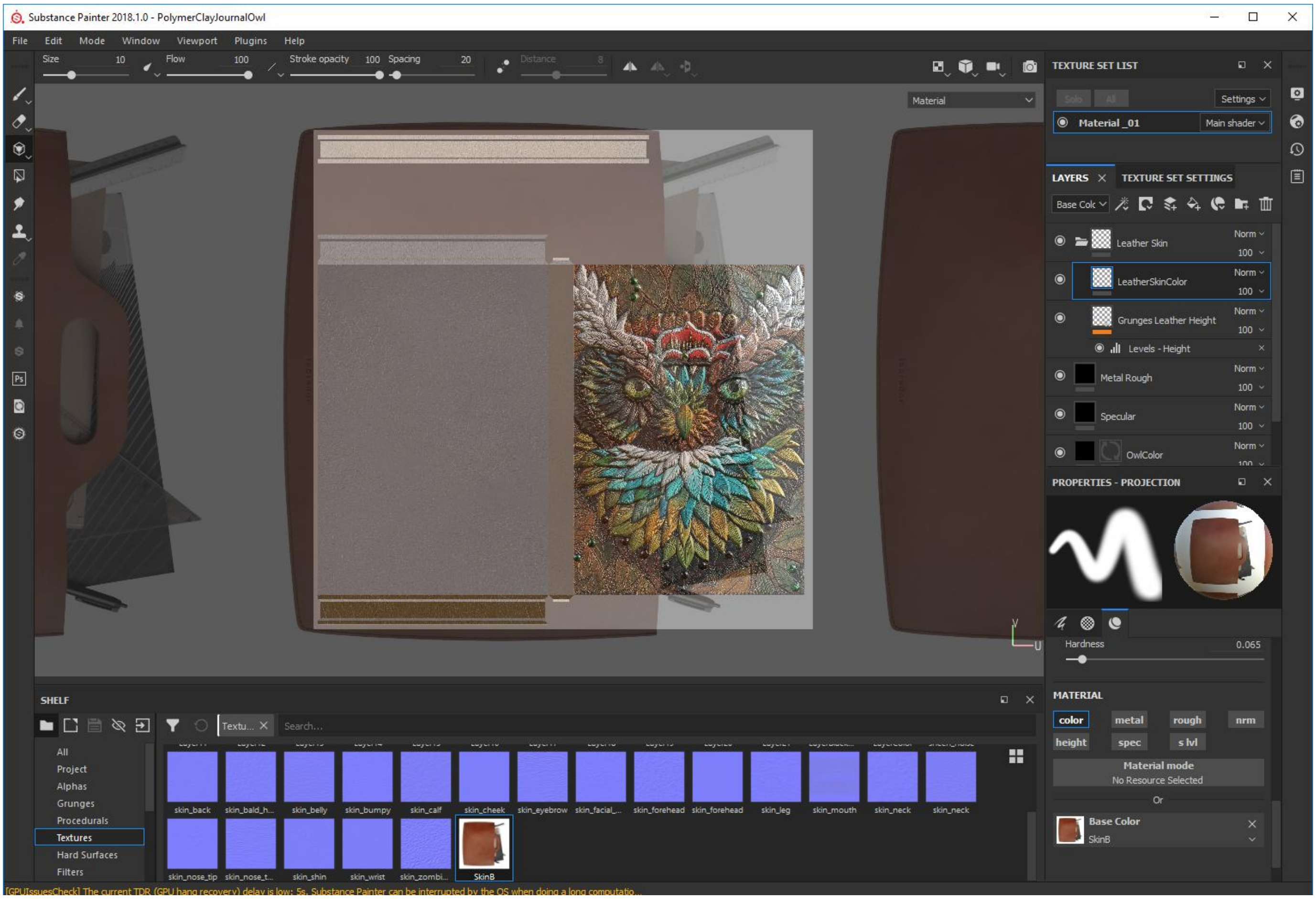
259. Drag leather skin picture → Base Color



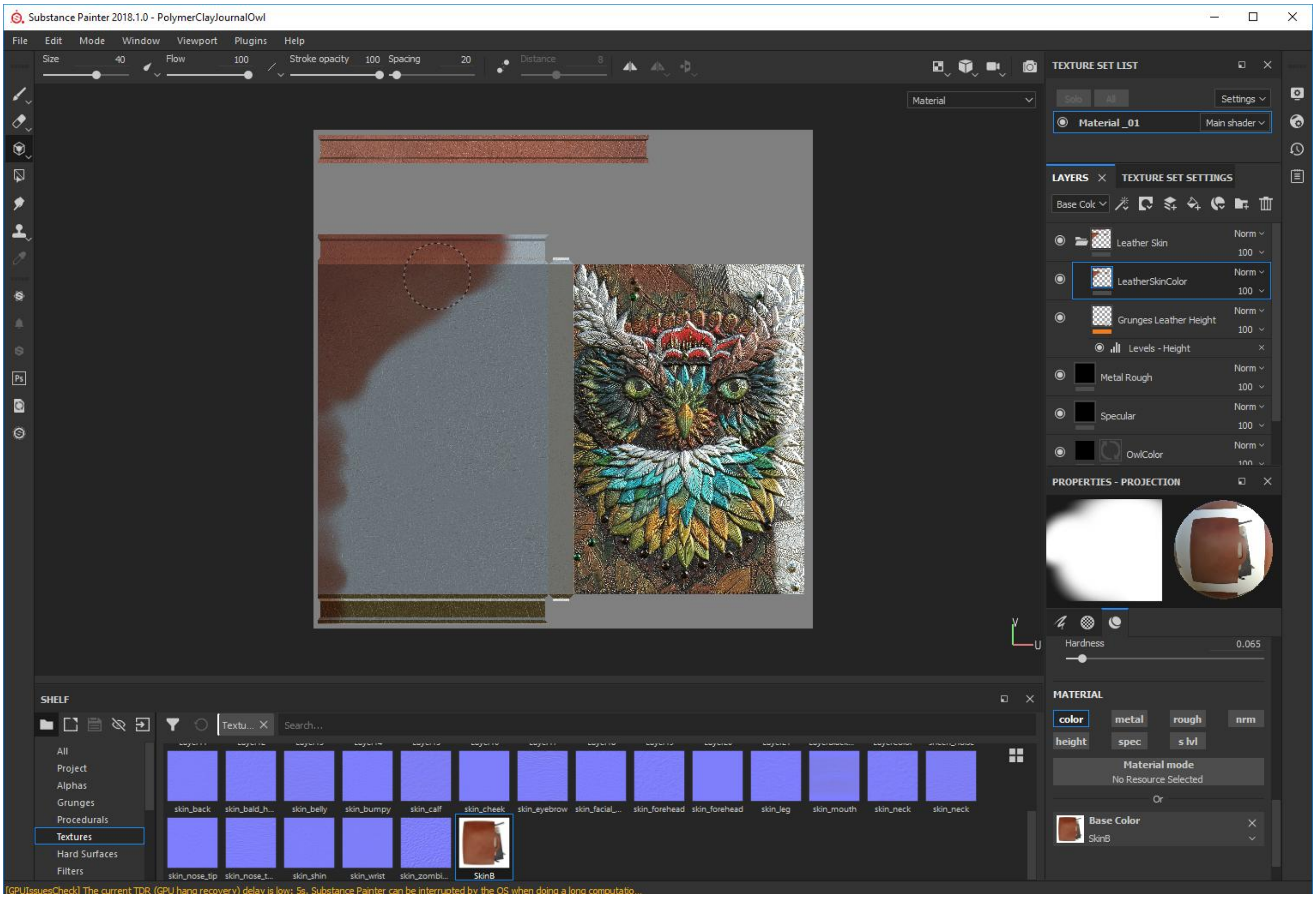
260.After drag leather skin



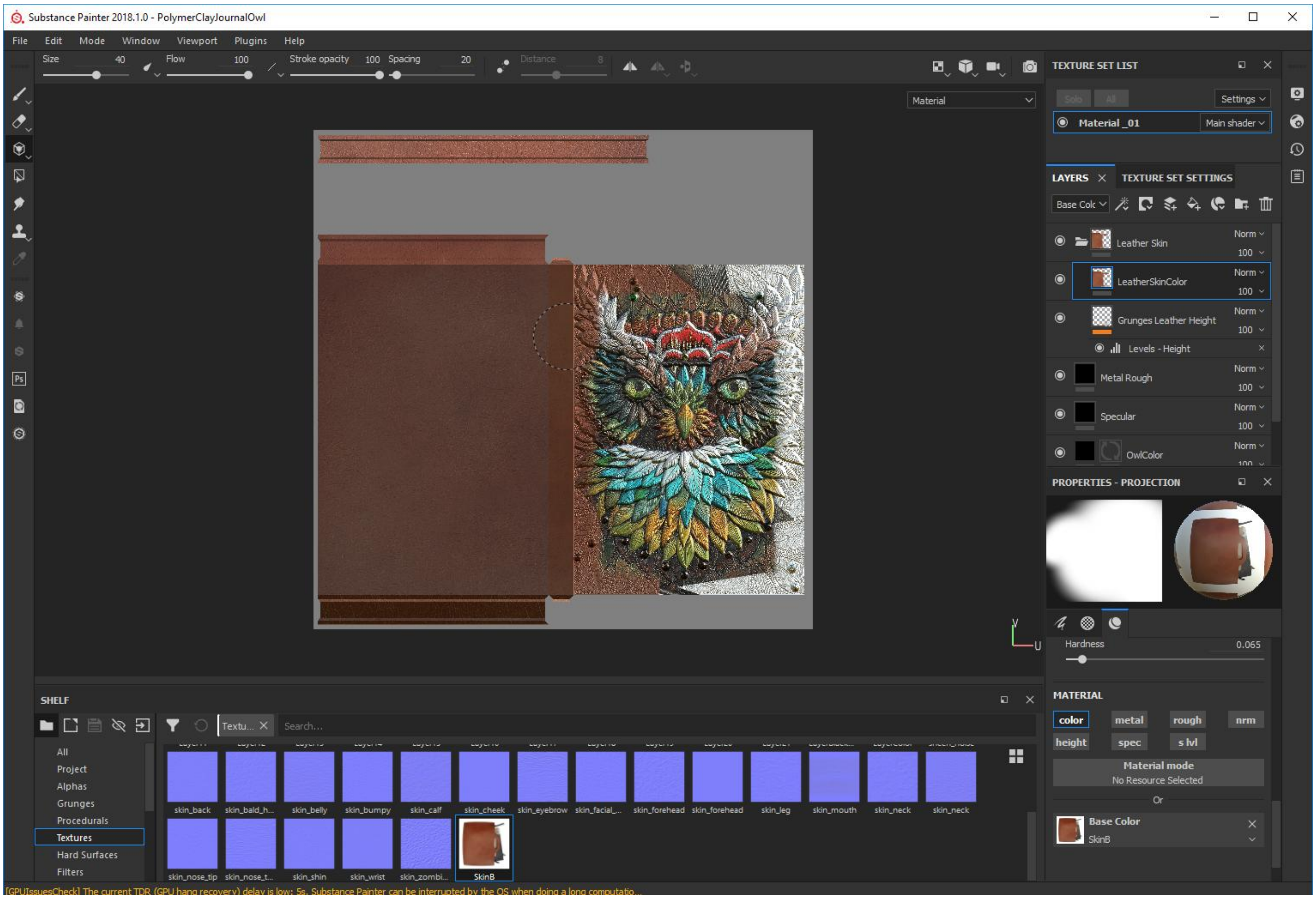
261. Adjust and zooming uv



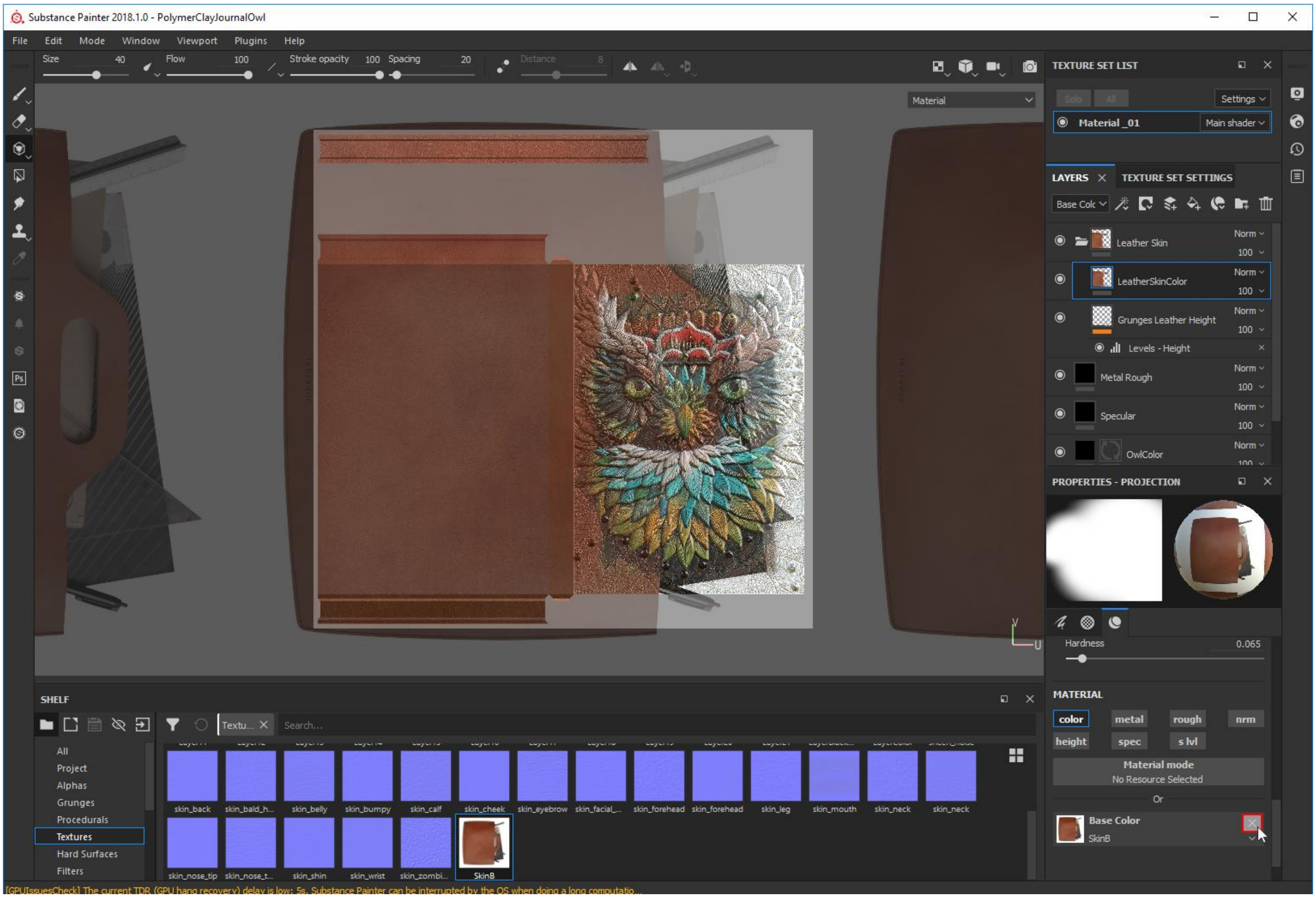
262. Paint the leather texture to uv



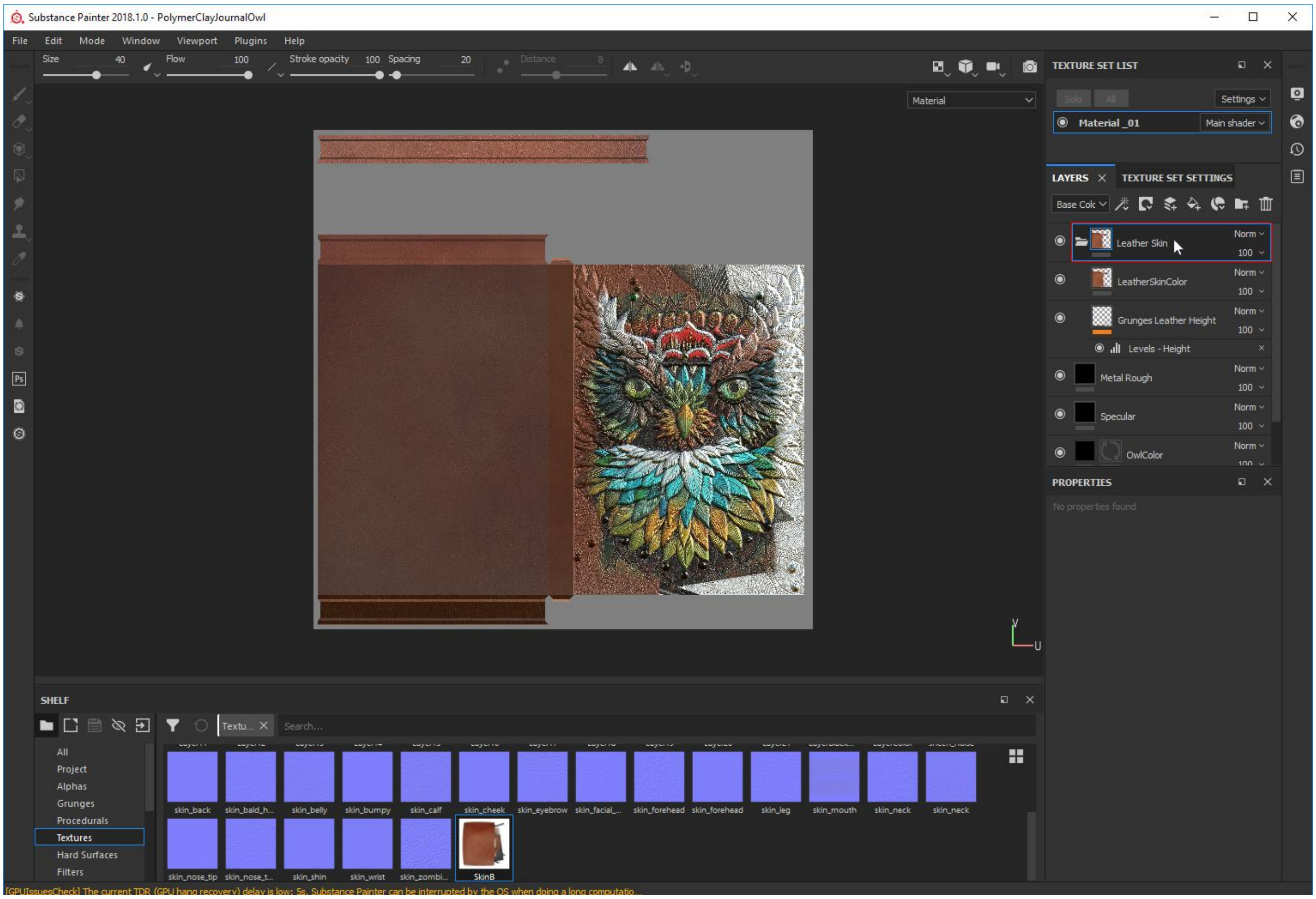
263. Finish paint



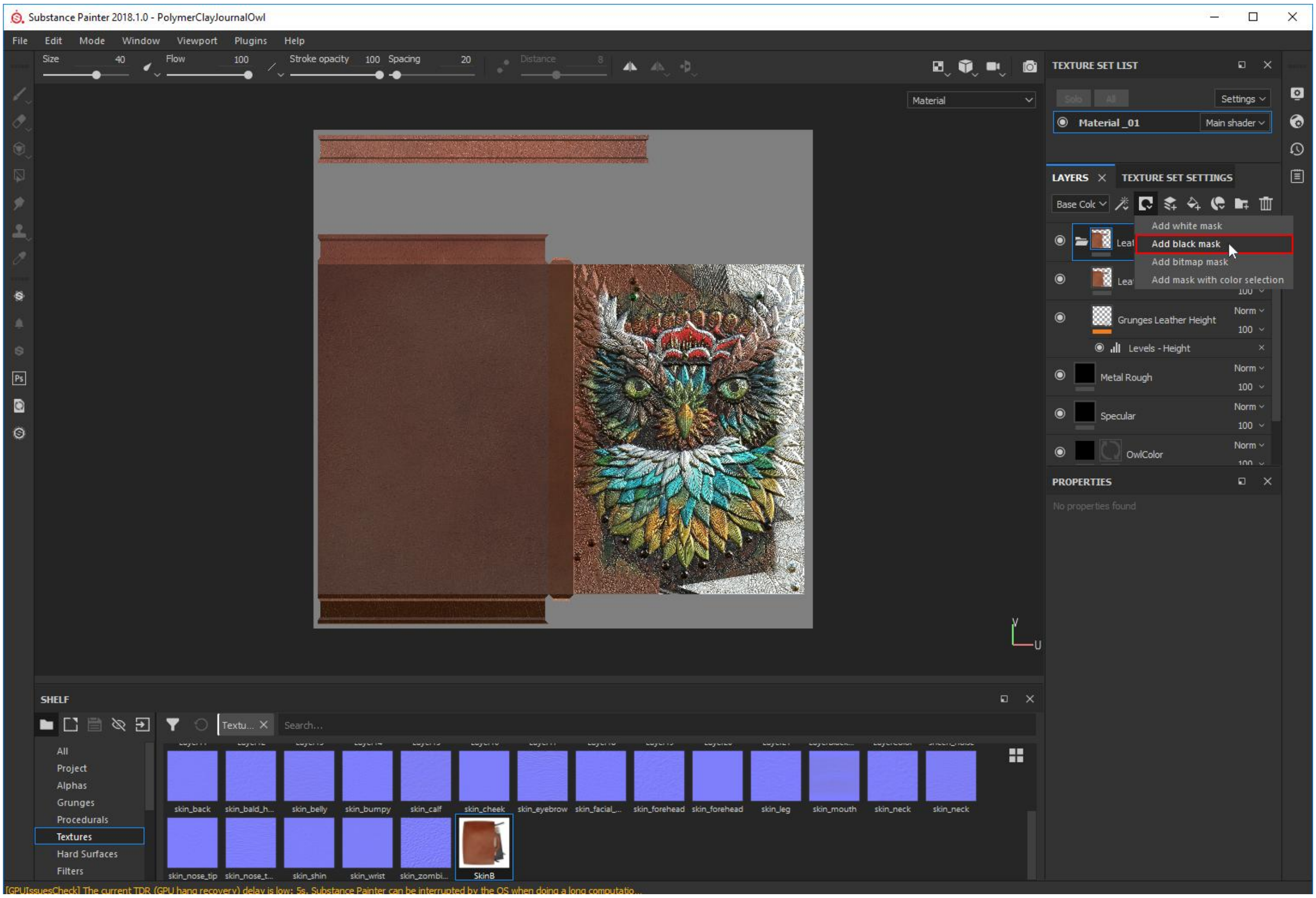
264. Remove leather skin picture from base color



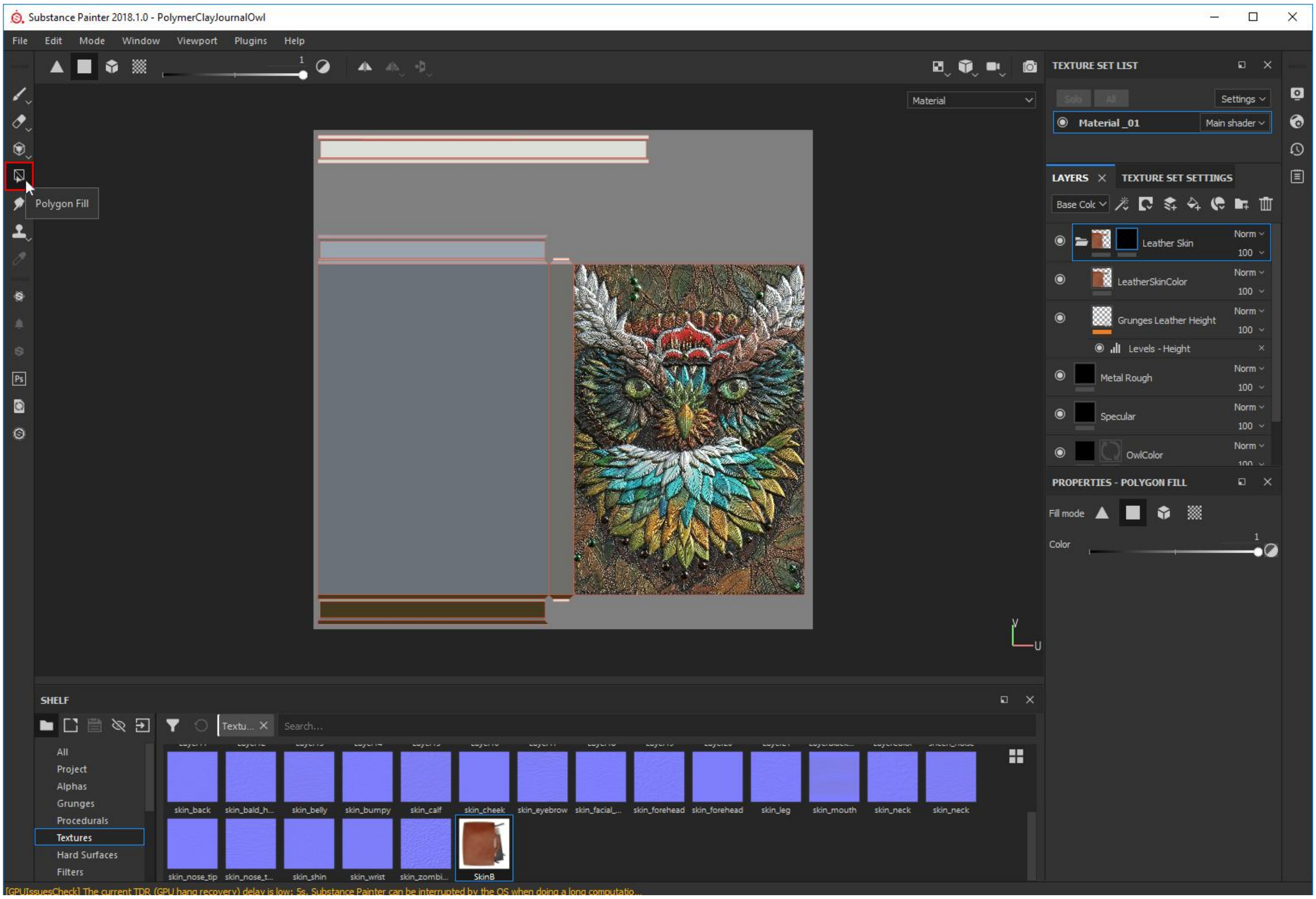
265. Select Leather Skin folder



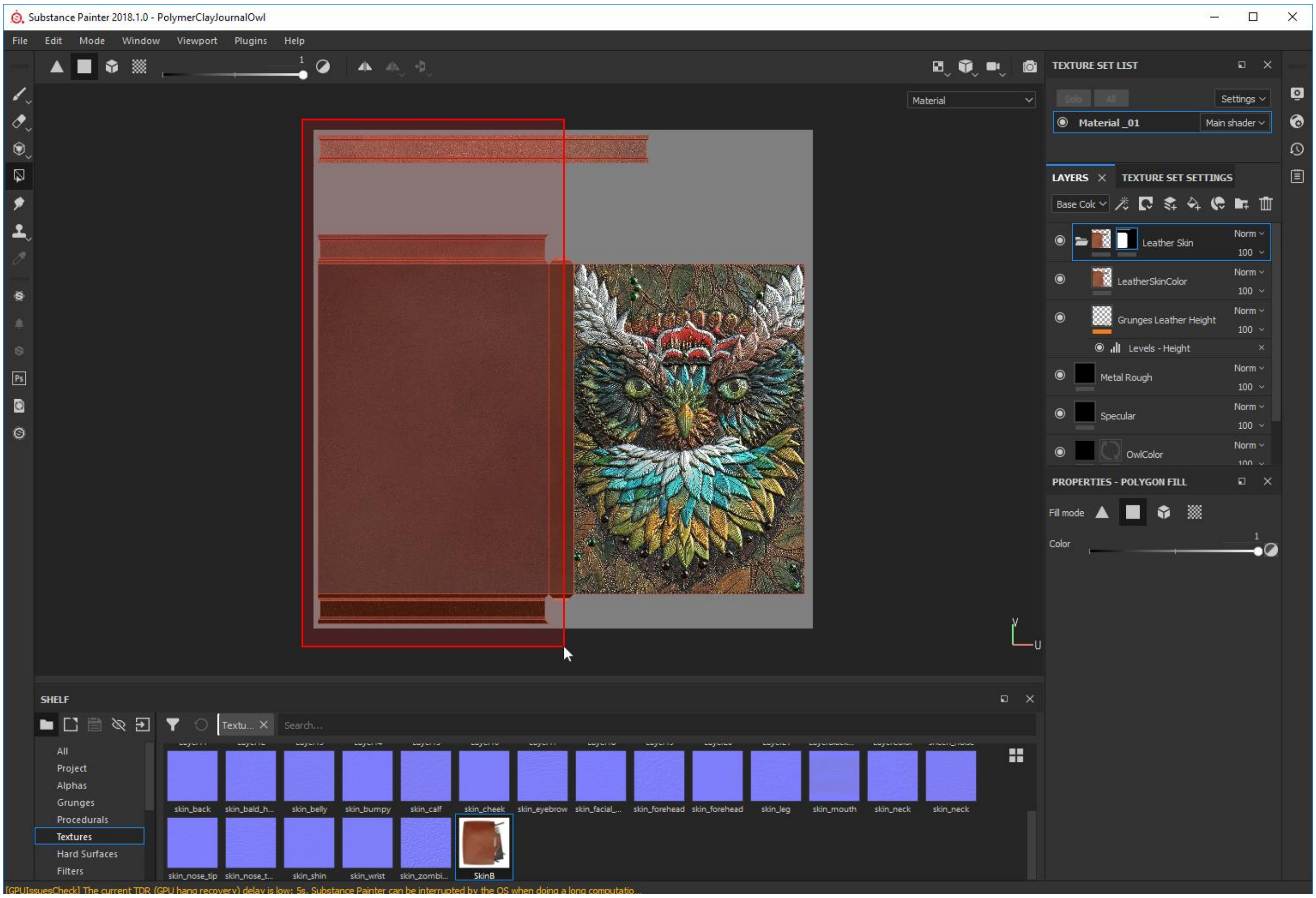
266. Add black mask on Leather Skin folder



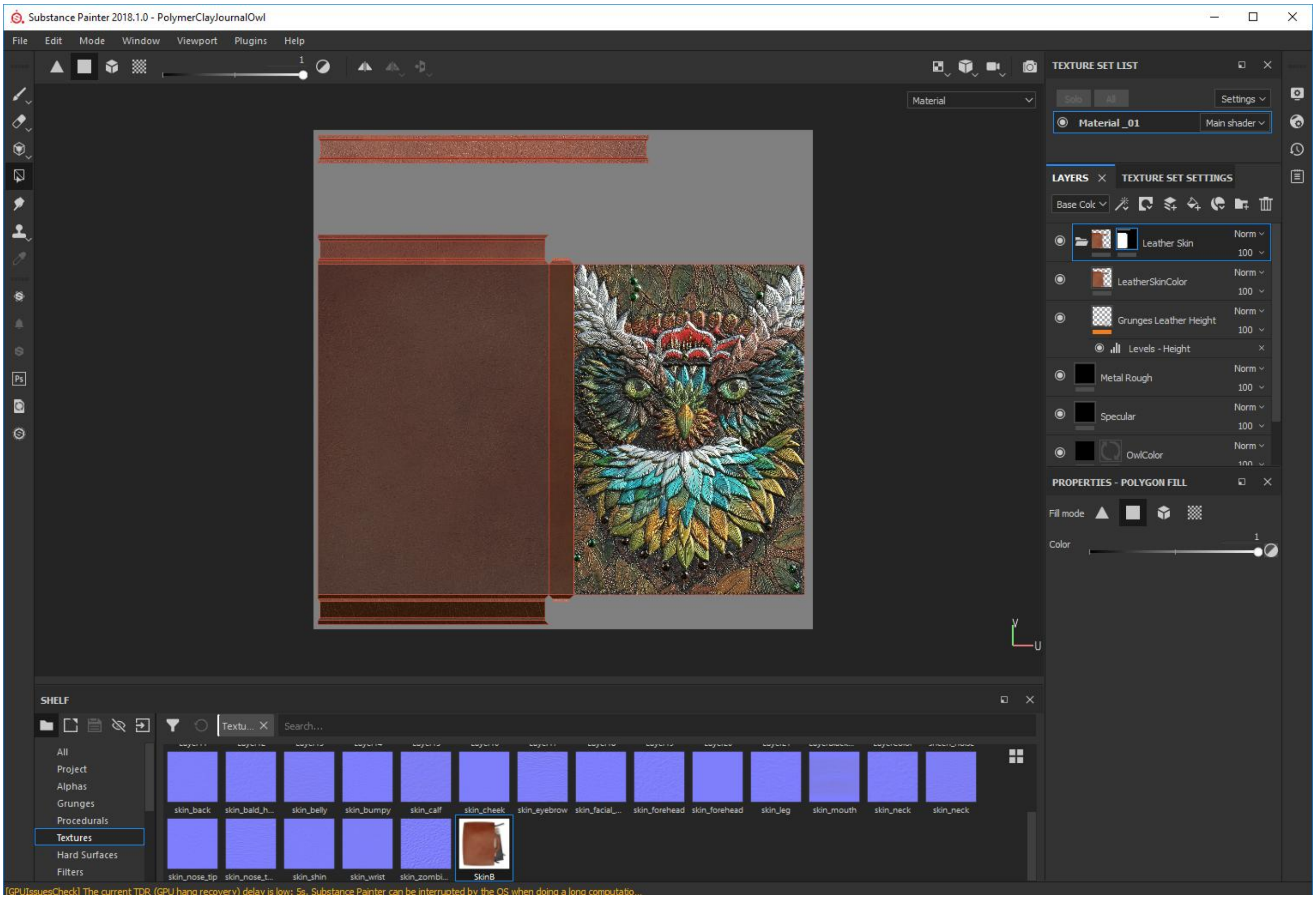
267. Click Polygon Fill



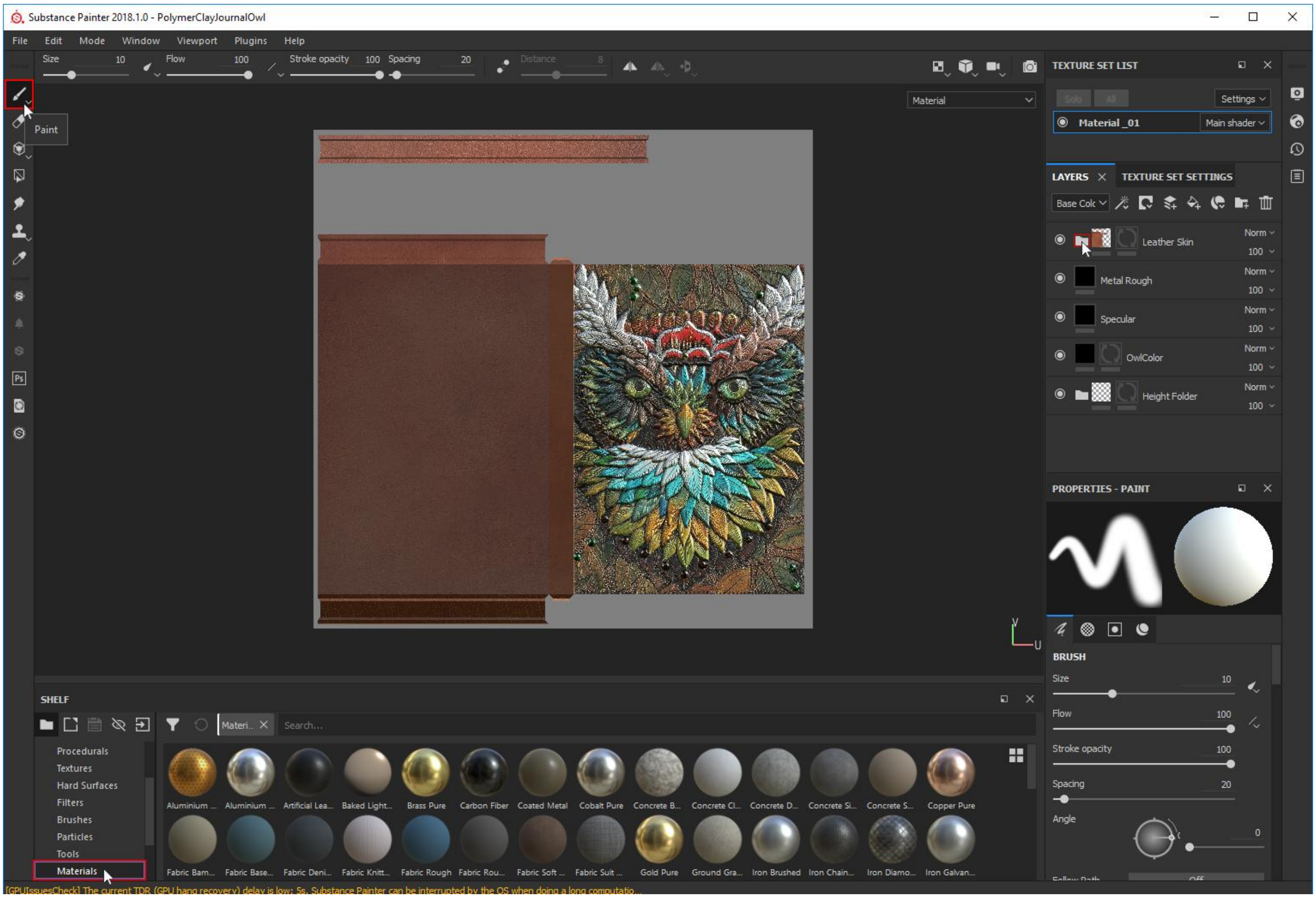
268. Highlight uv area



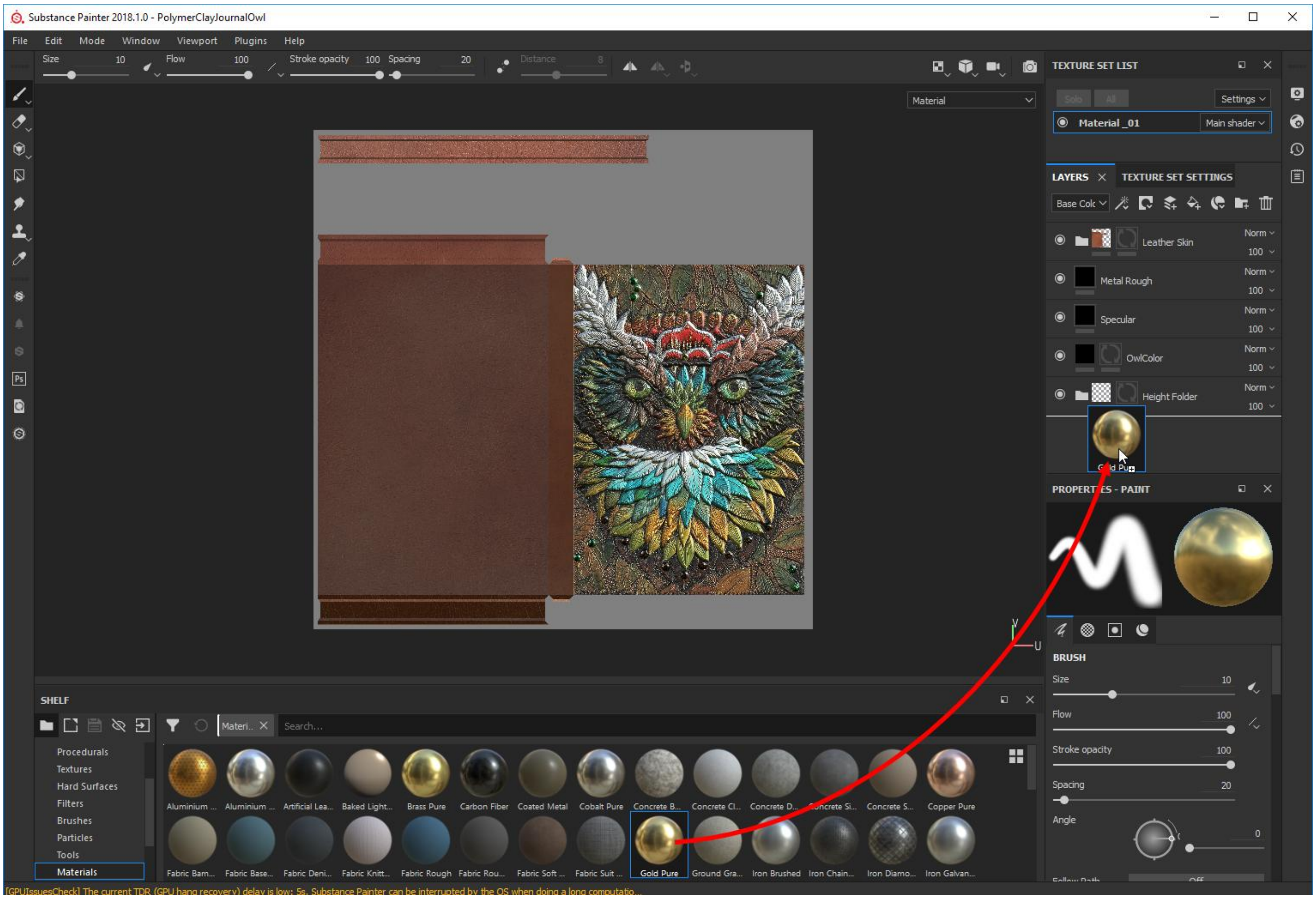
269. Done



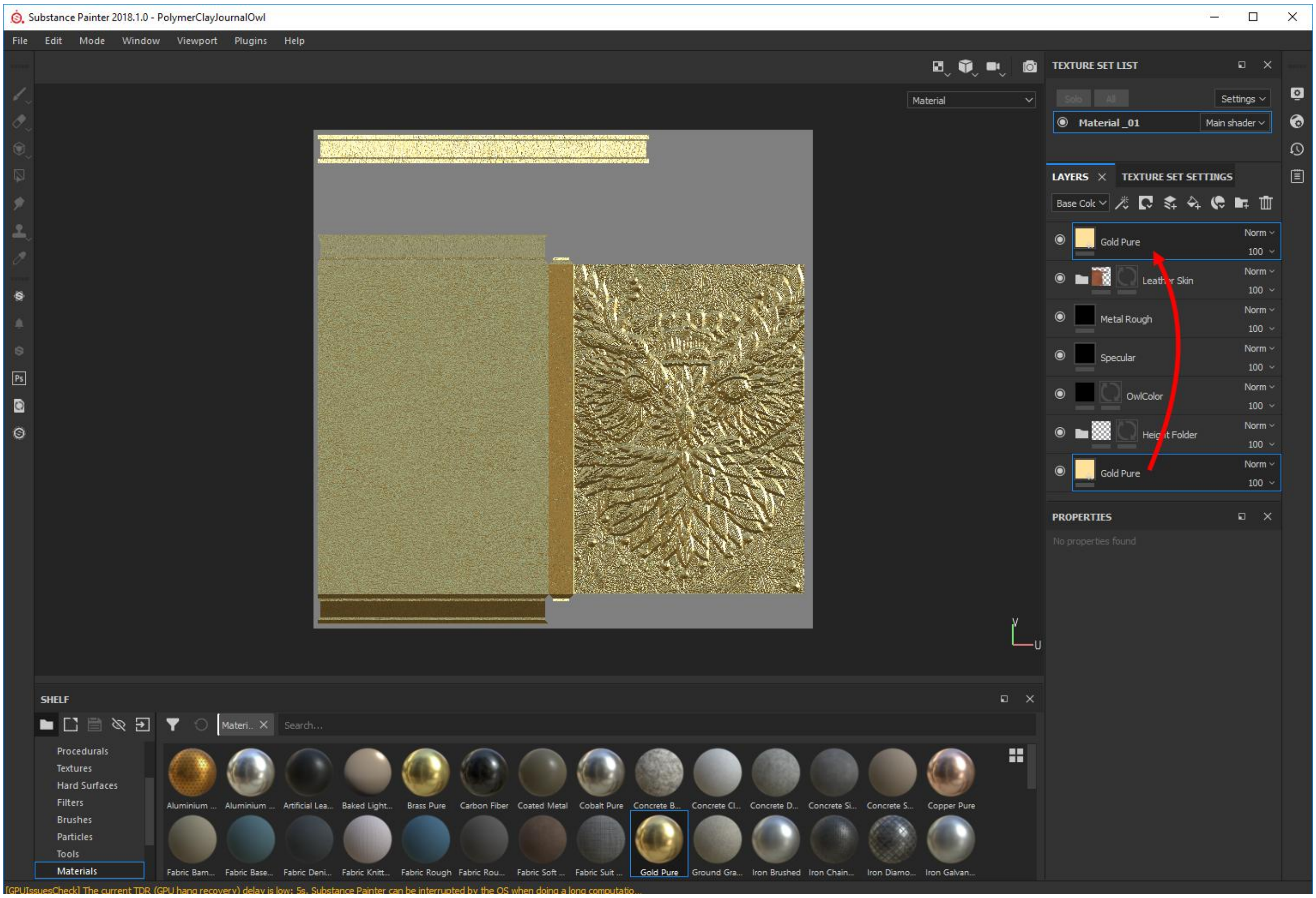
270.Click Paint and Materials



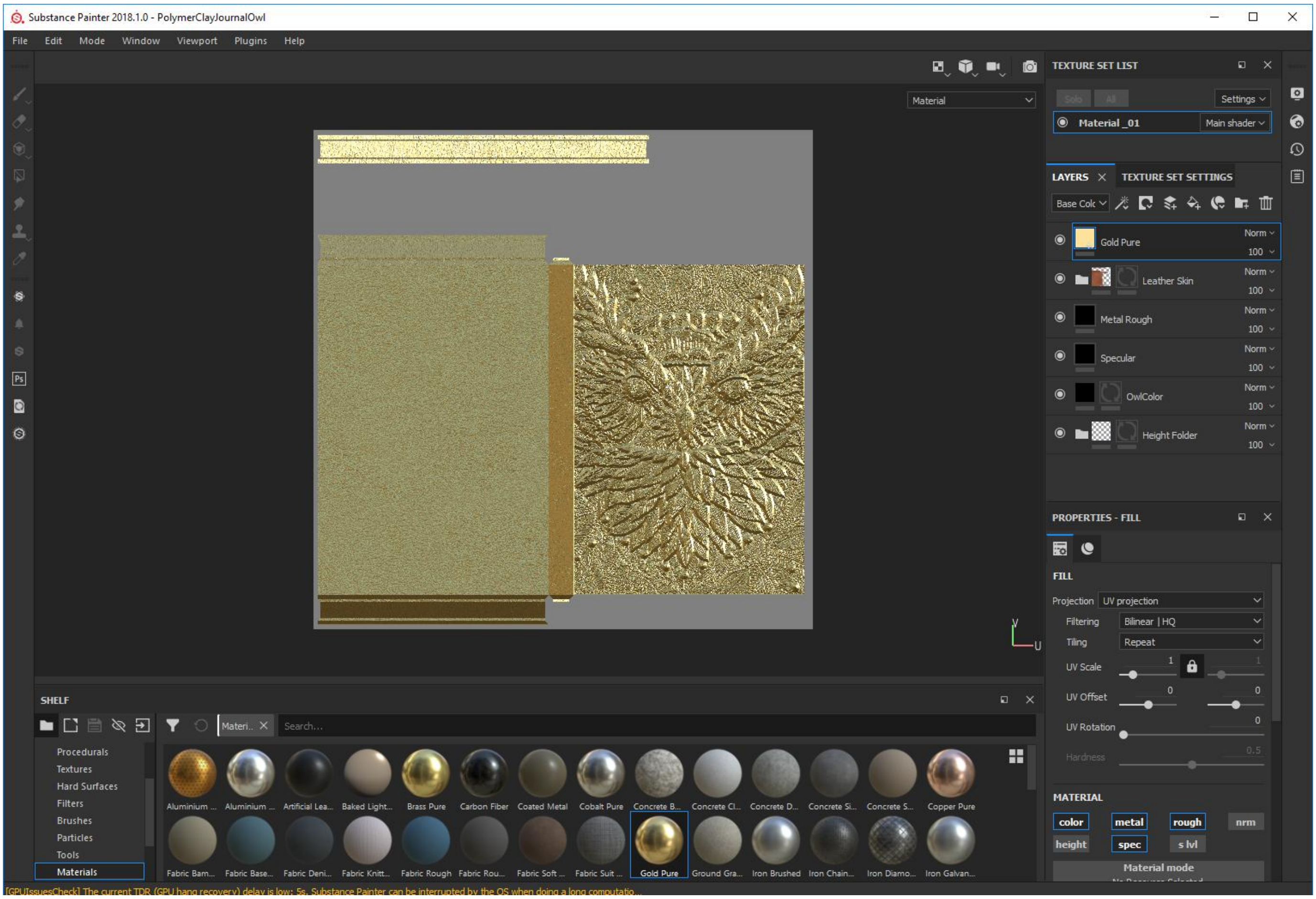
271. Drag Gold Pure → Layers



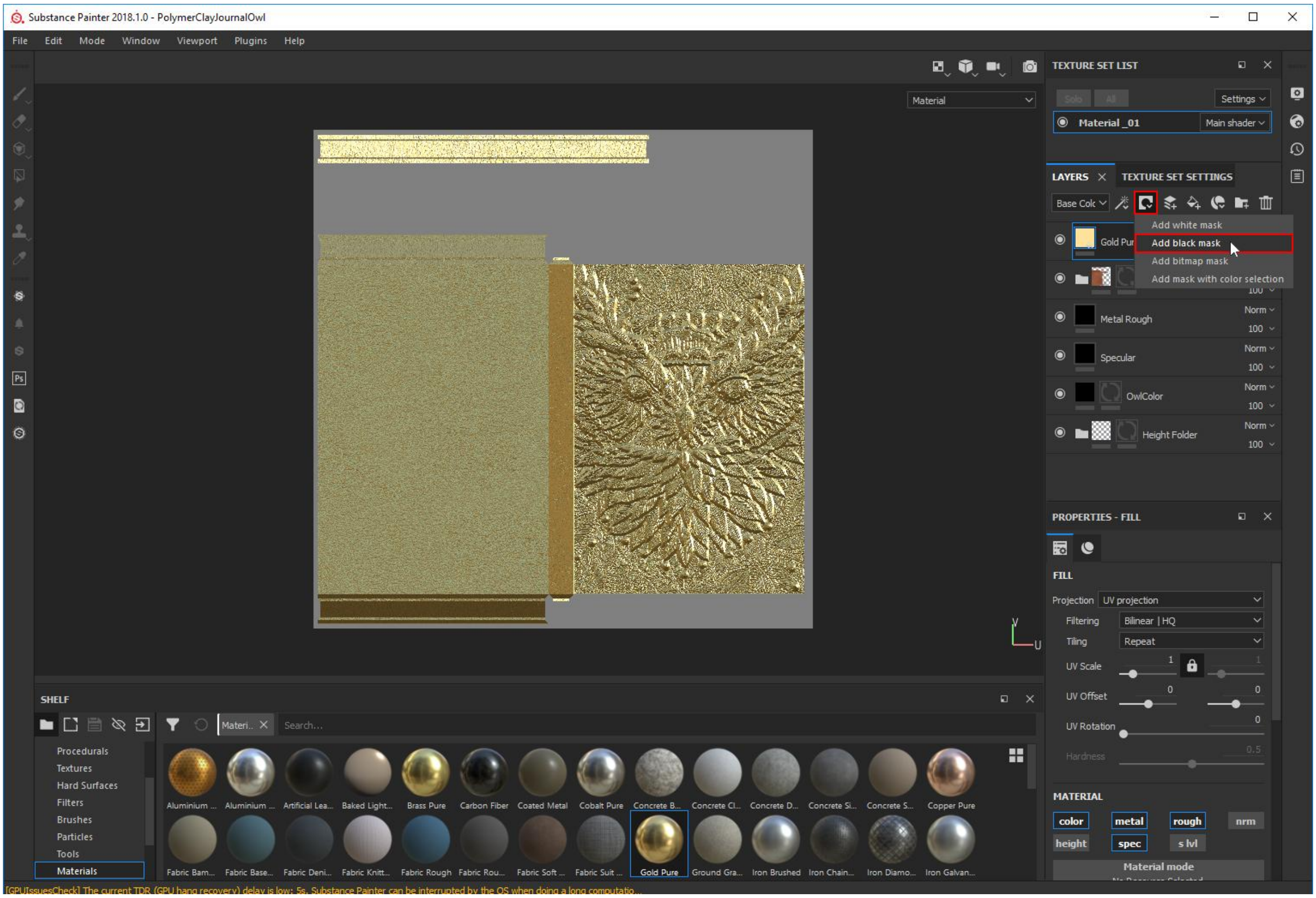
272. Drag Gold Pure to top



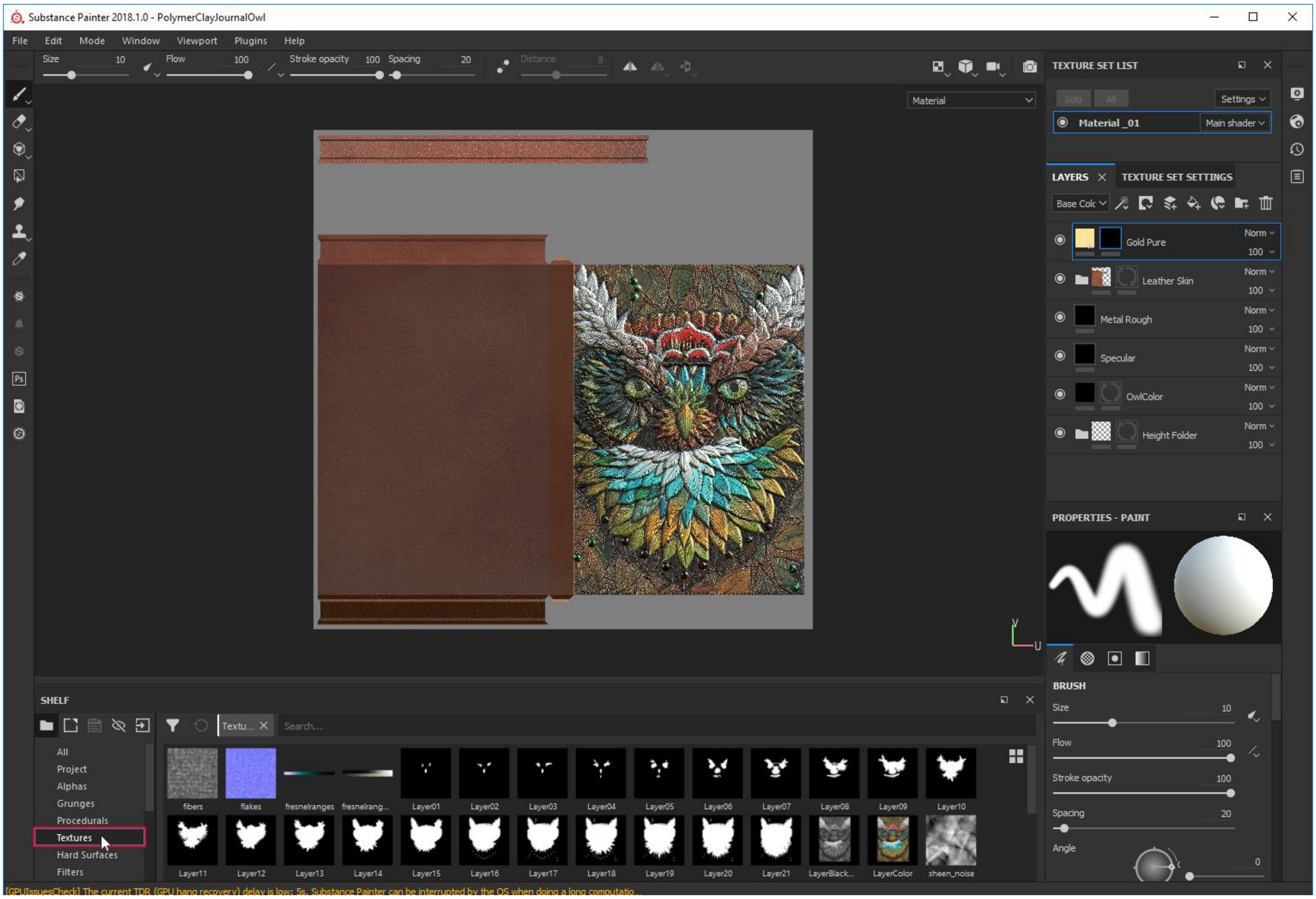
273. After drag to top, everything turn into gold color



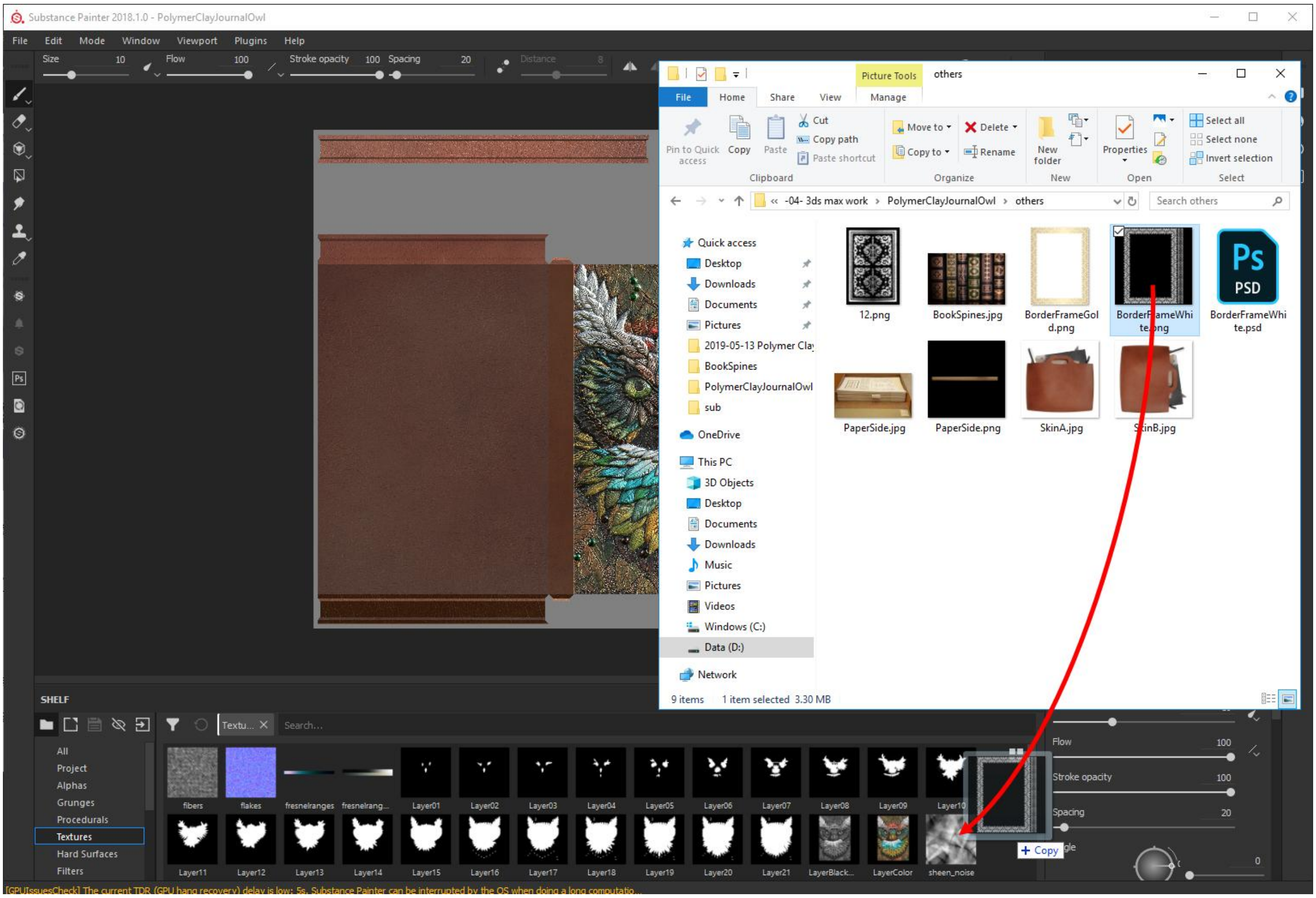
274. Click add black mask



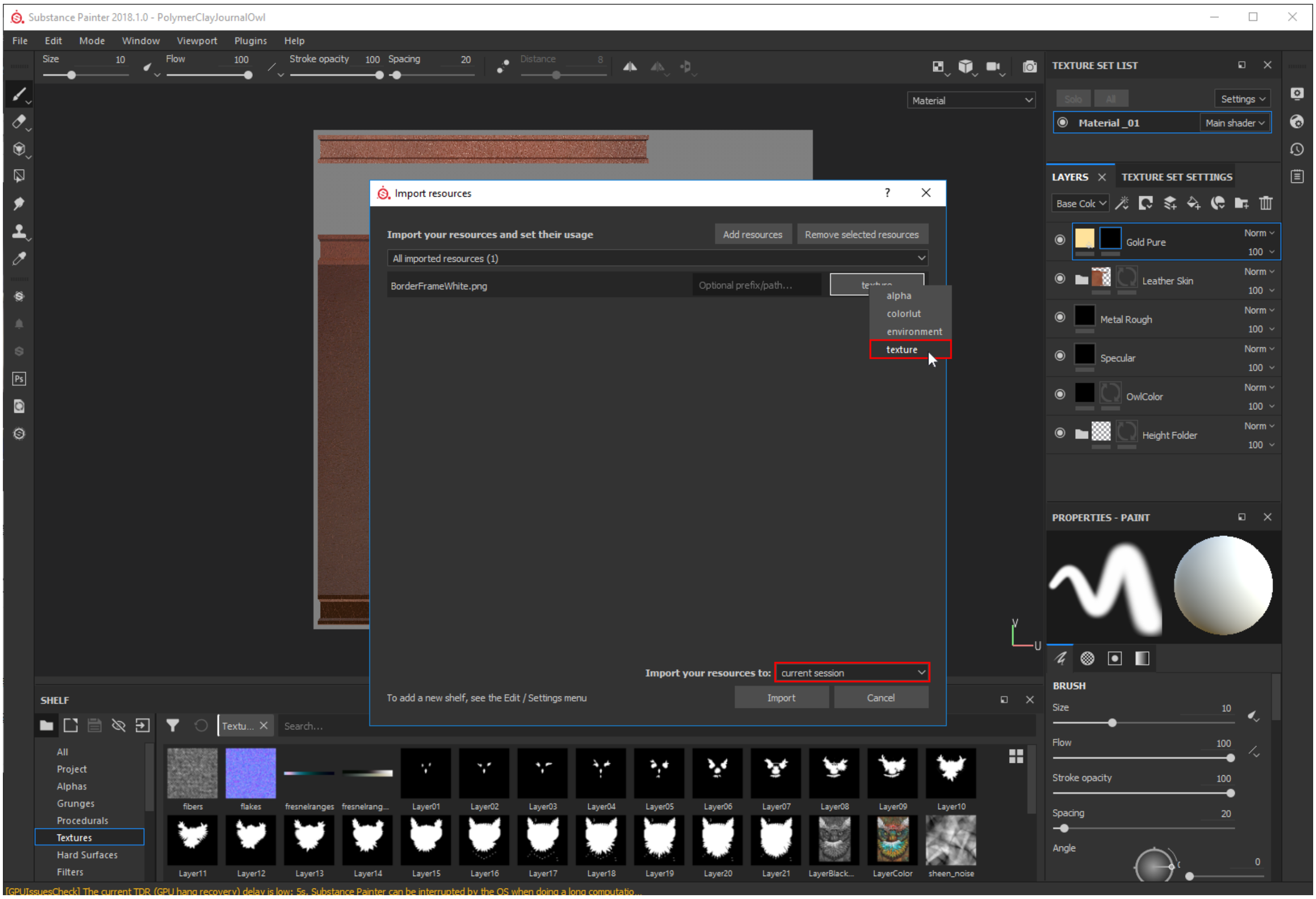
275. Click textures



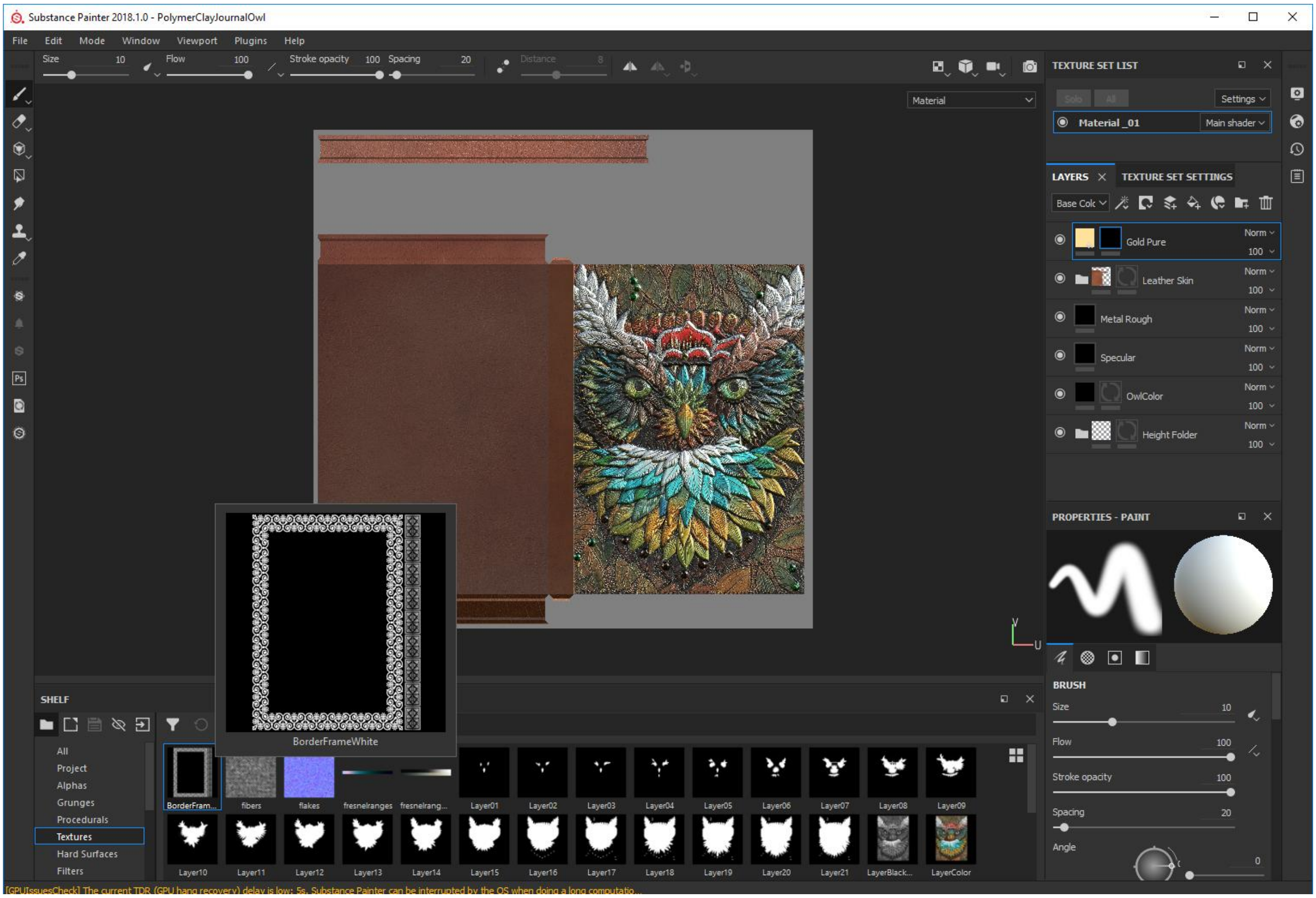
276. Import border frame into substance painter



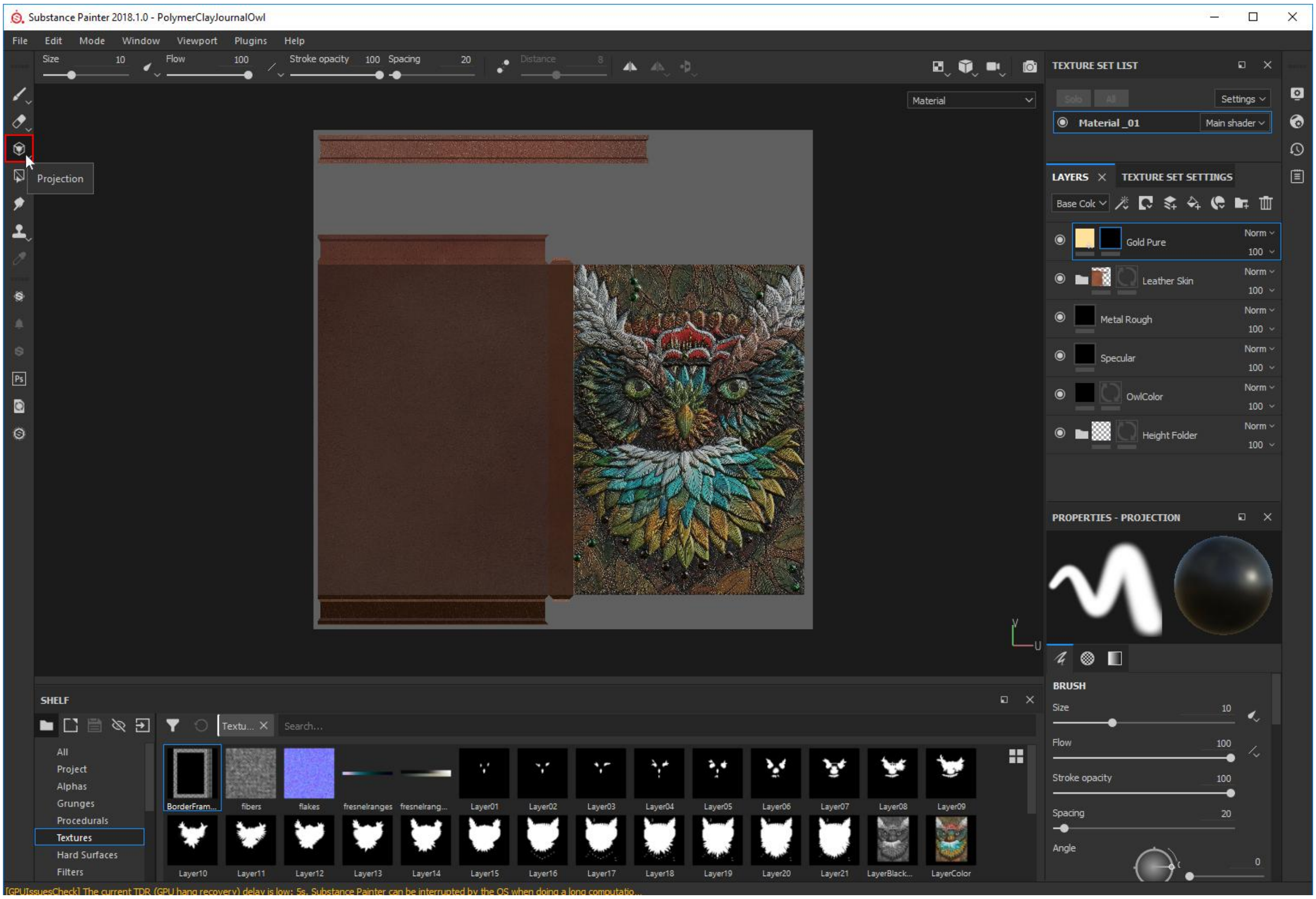
277. Select texture and current session



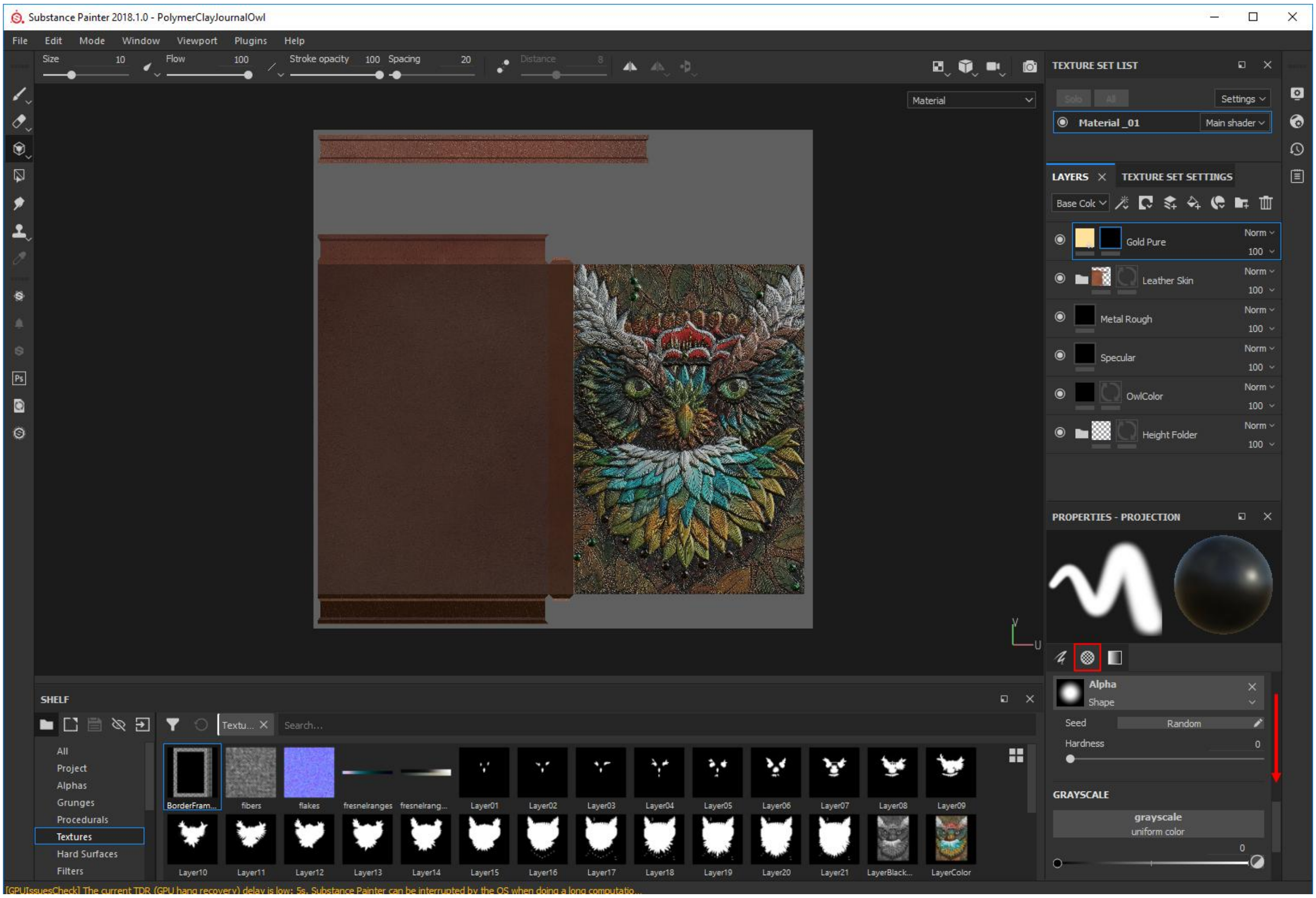
278. After import, you can see it in textures



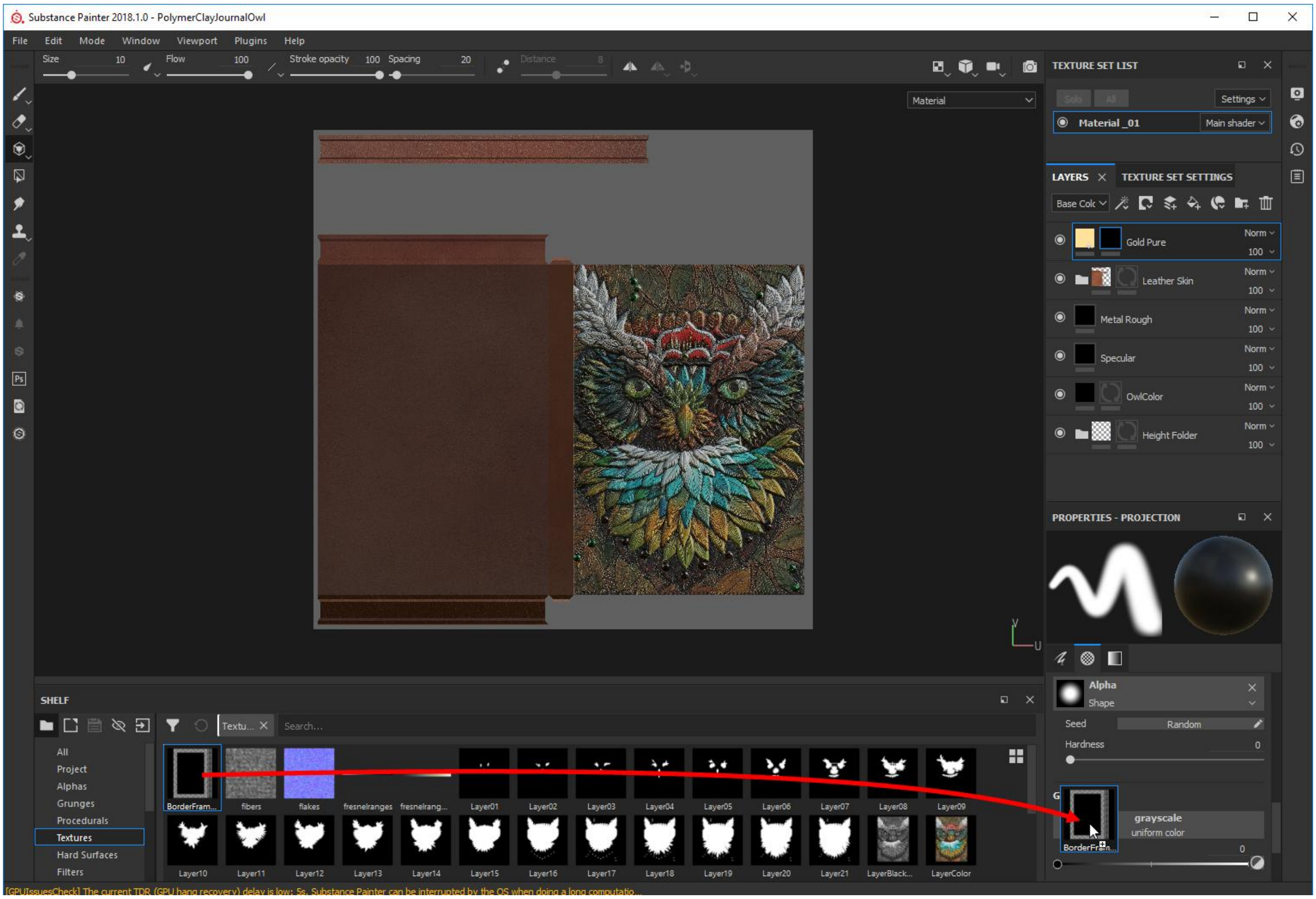
279. Click Projection



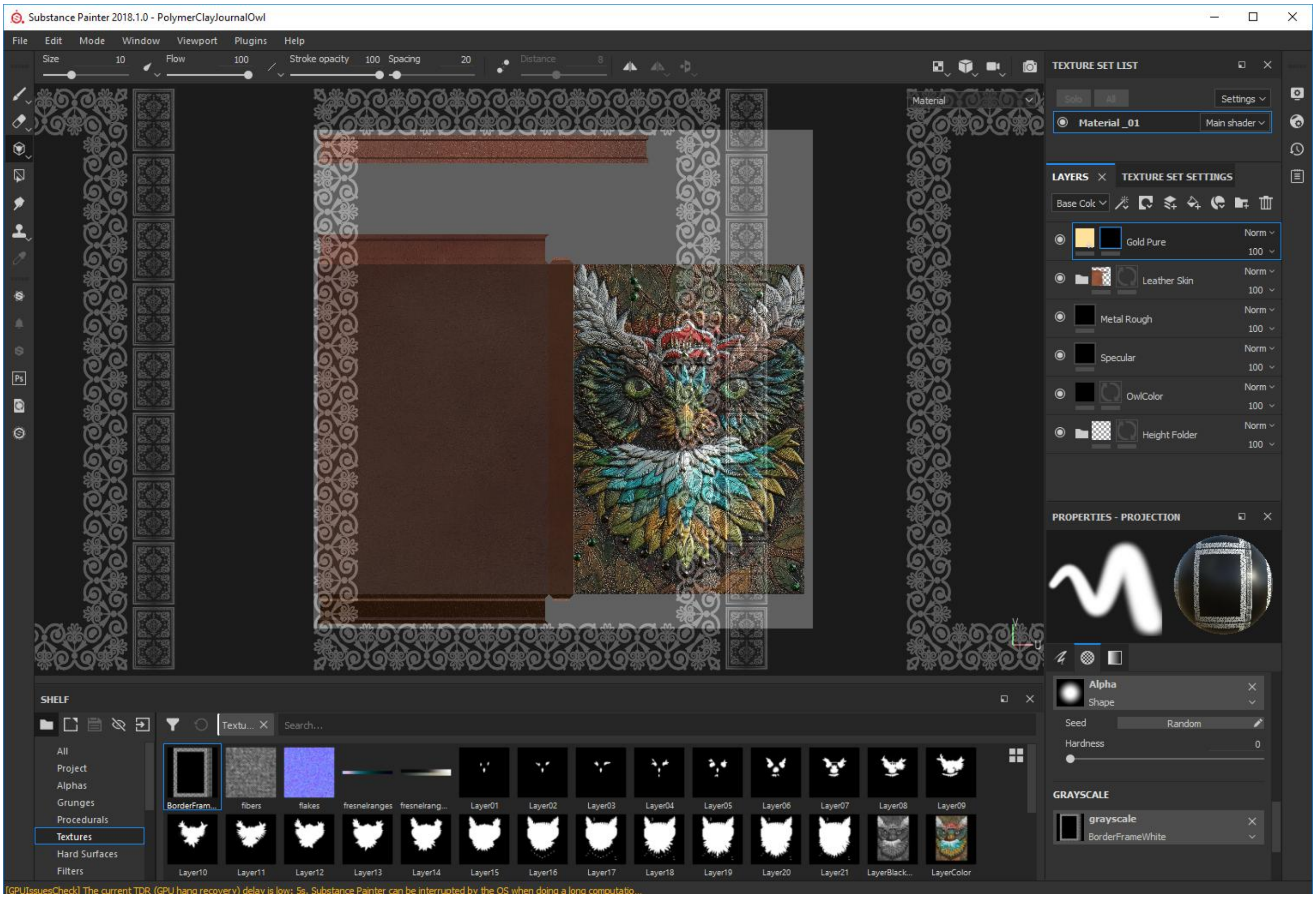
280. Scroll down to Grayscale



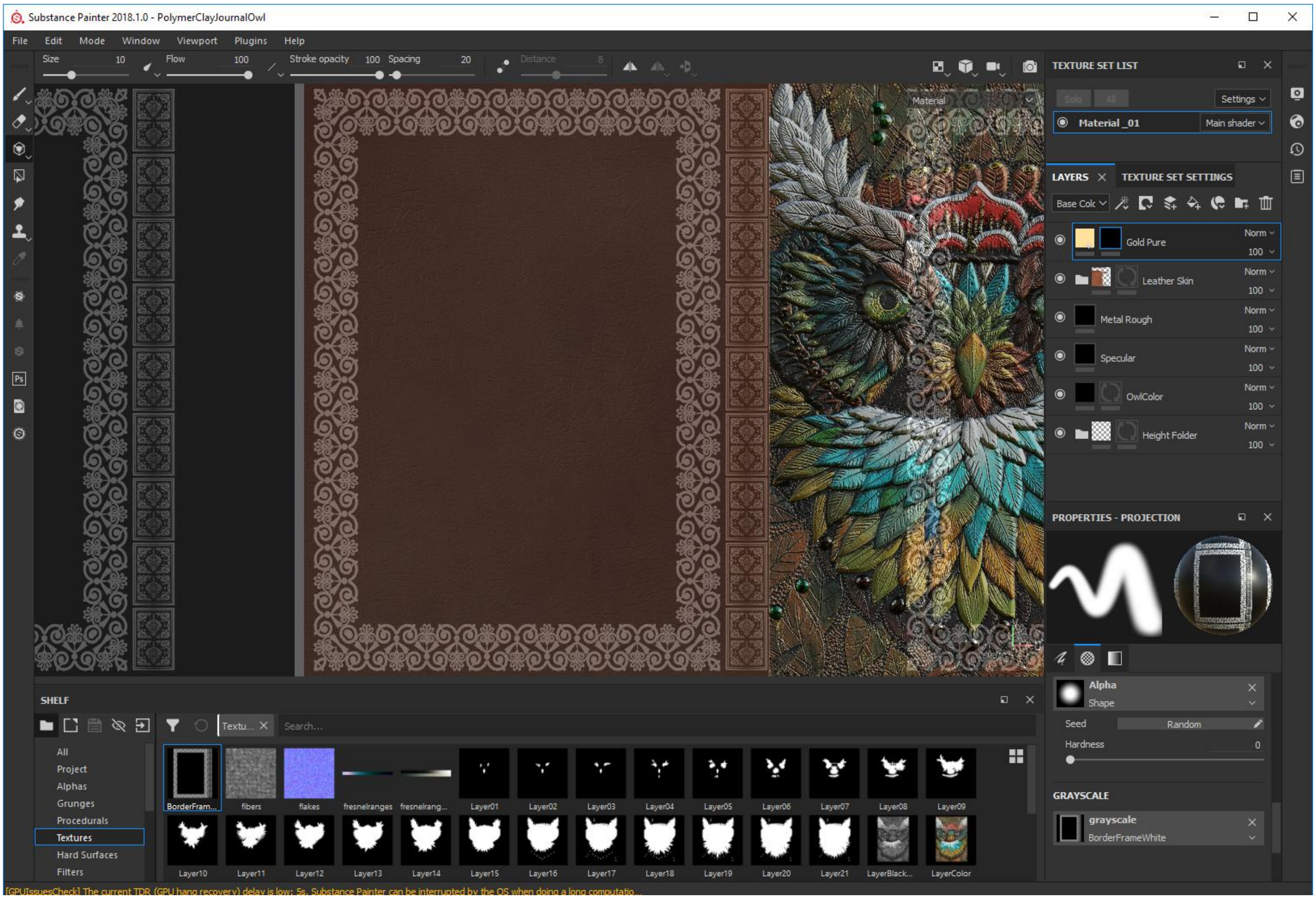
281. Drag border frame → Grayscale



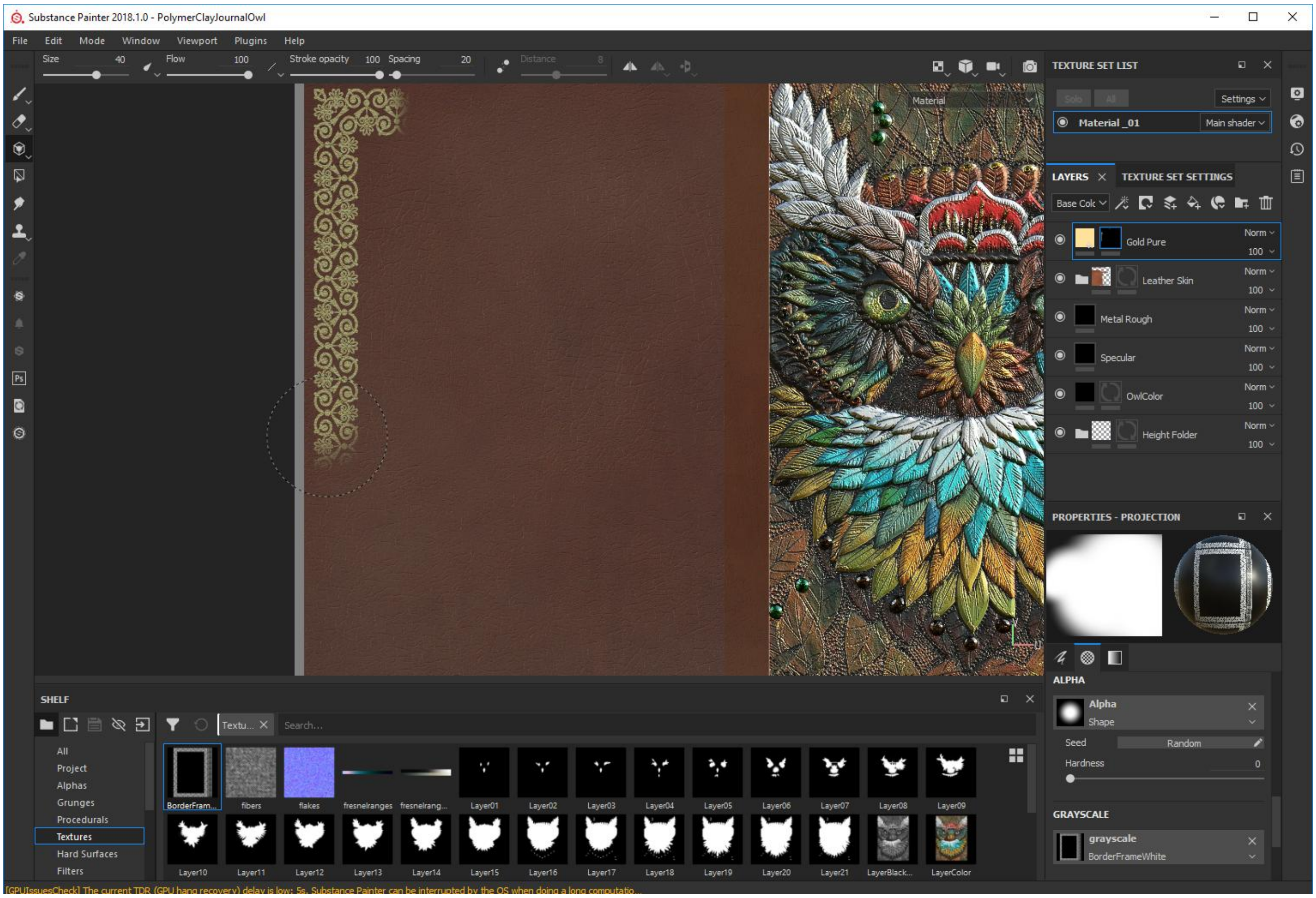
282. After drag into grayscale, you will see it in viewport



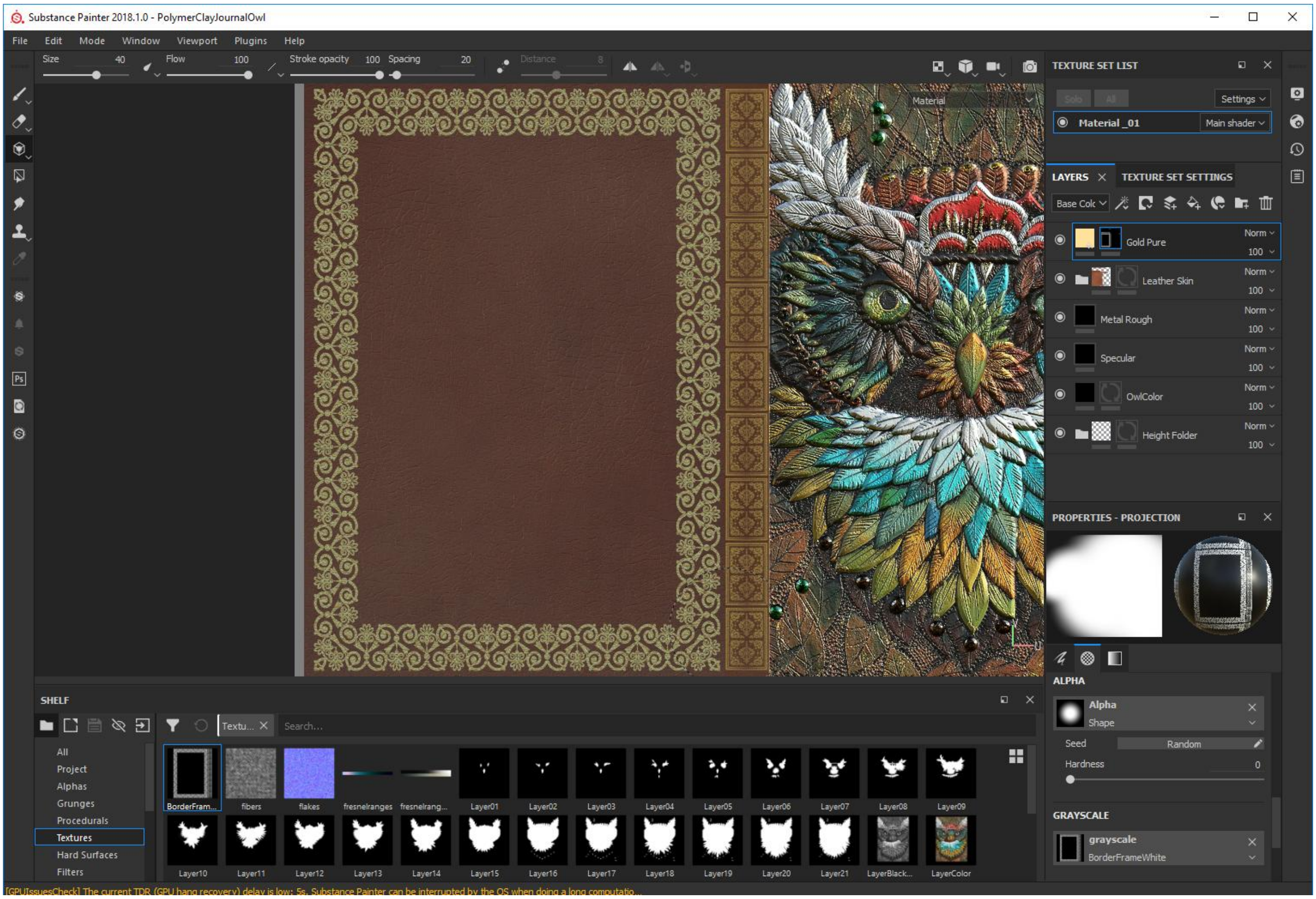
283. Zoom it and adjust the uv



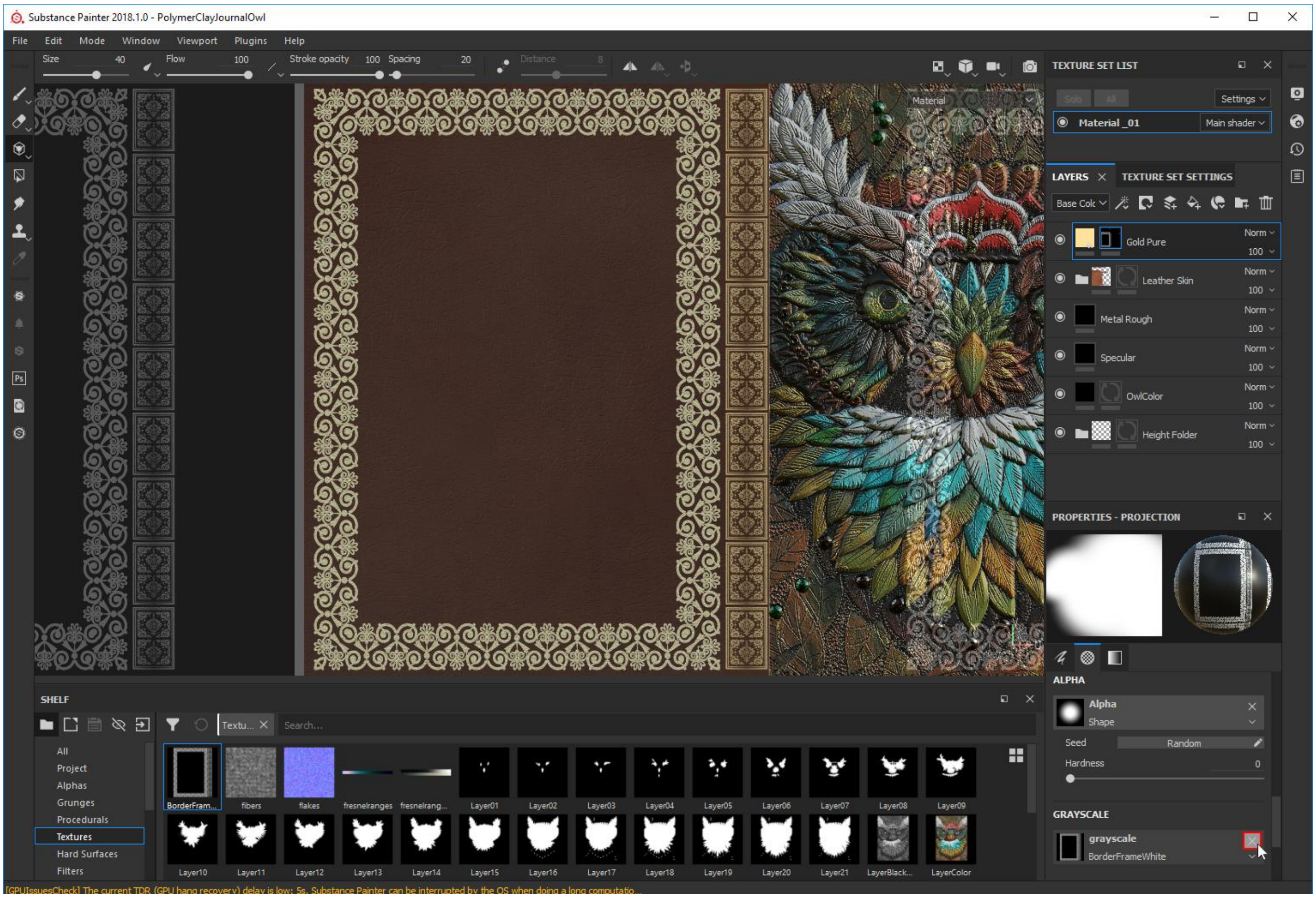
284. Paint the border frame to uv



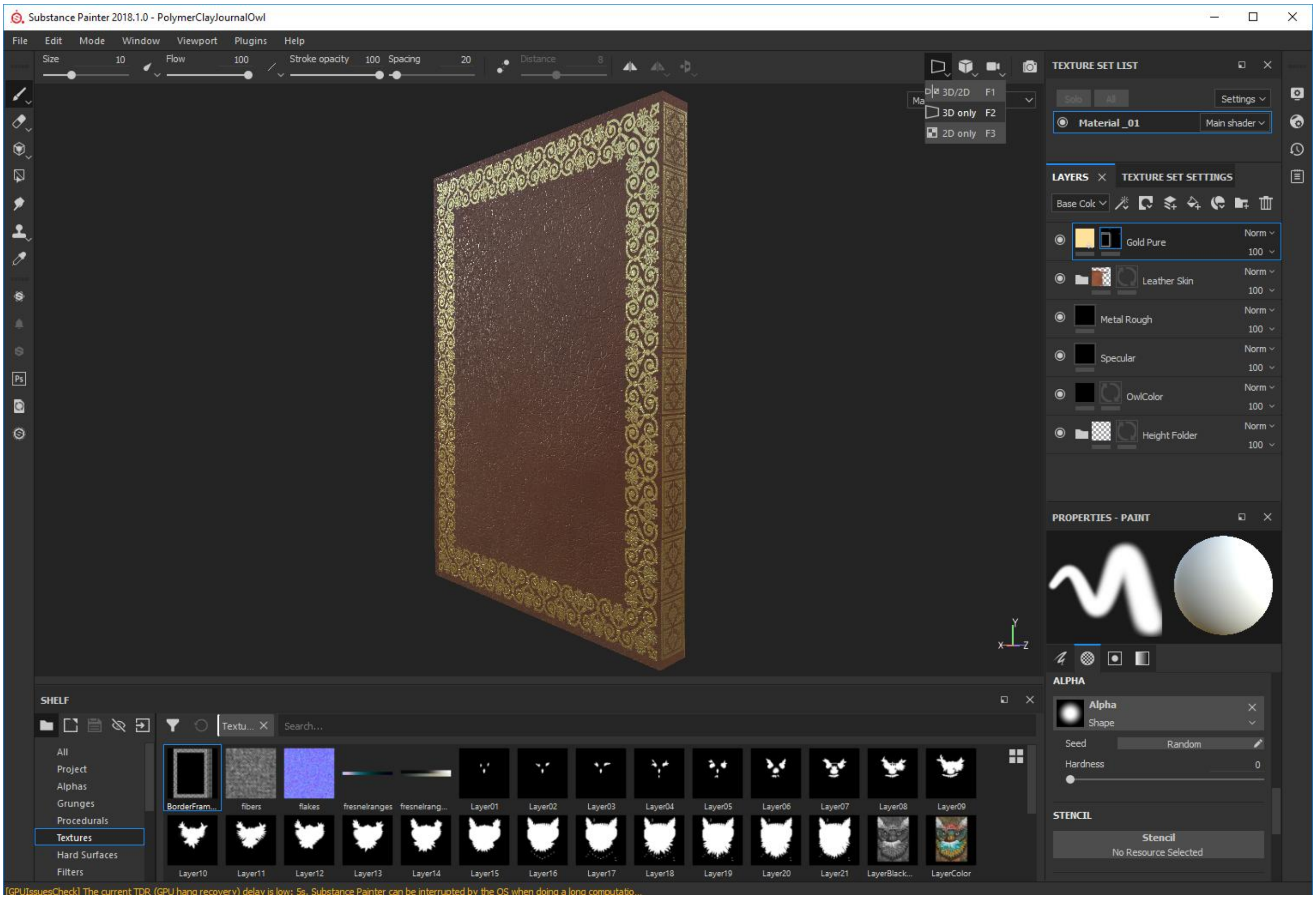
285. Done



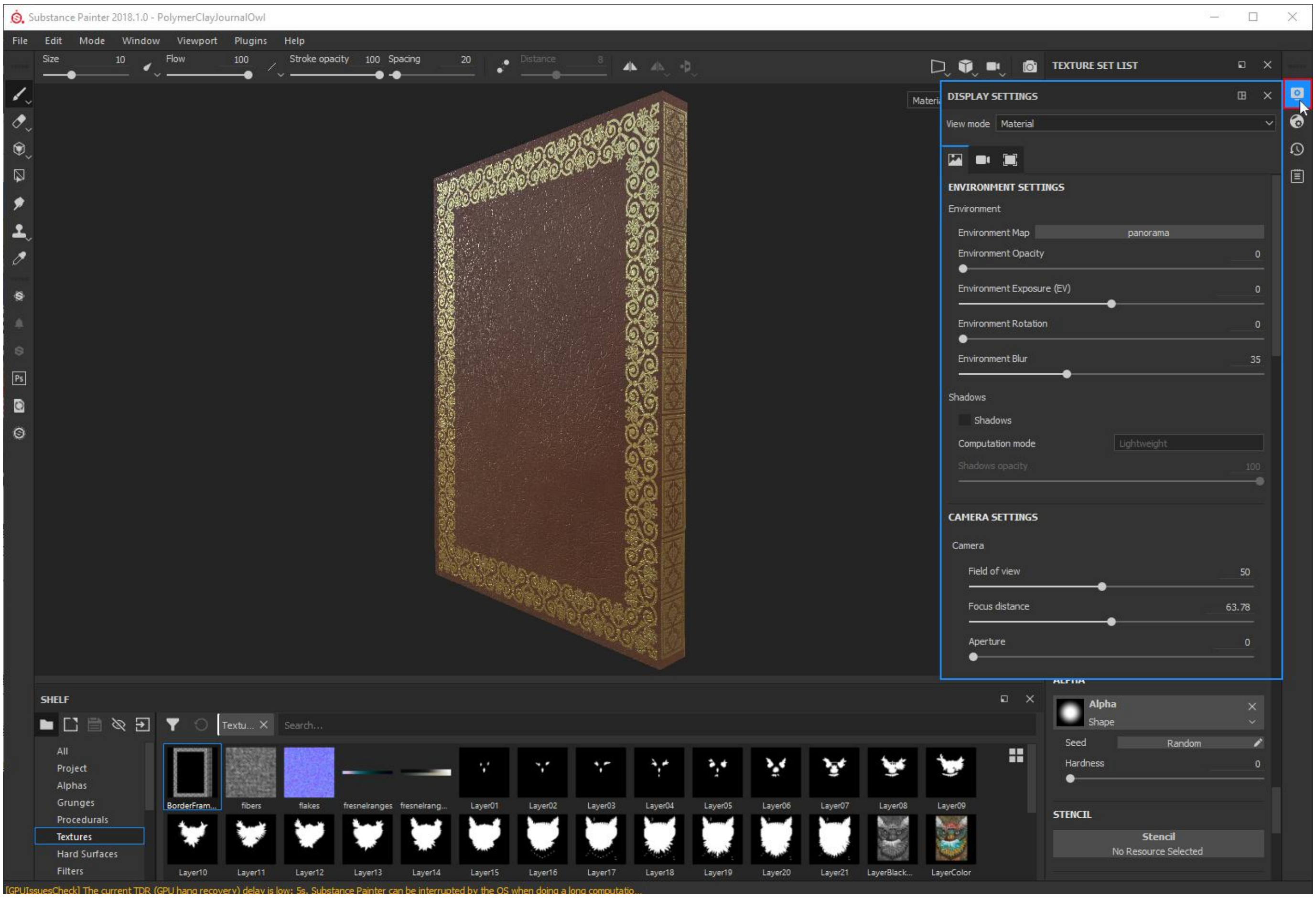
286. Remove border frame from grayscale



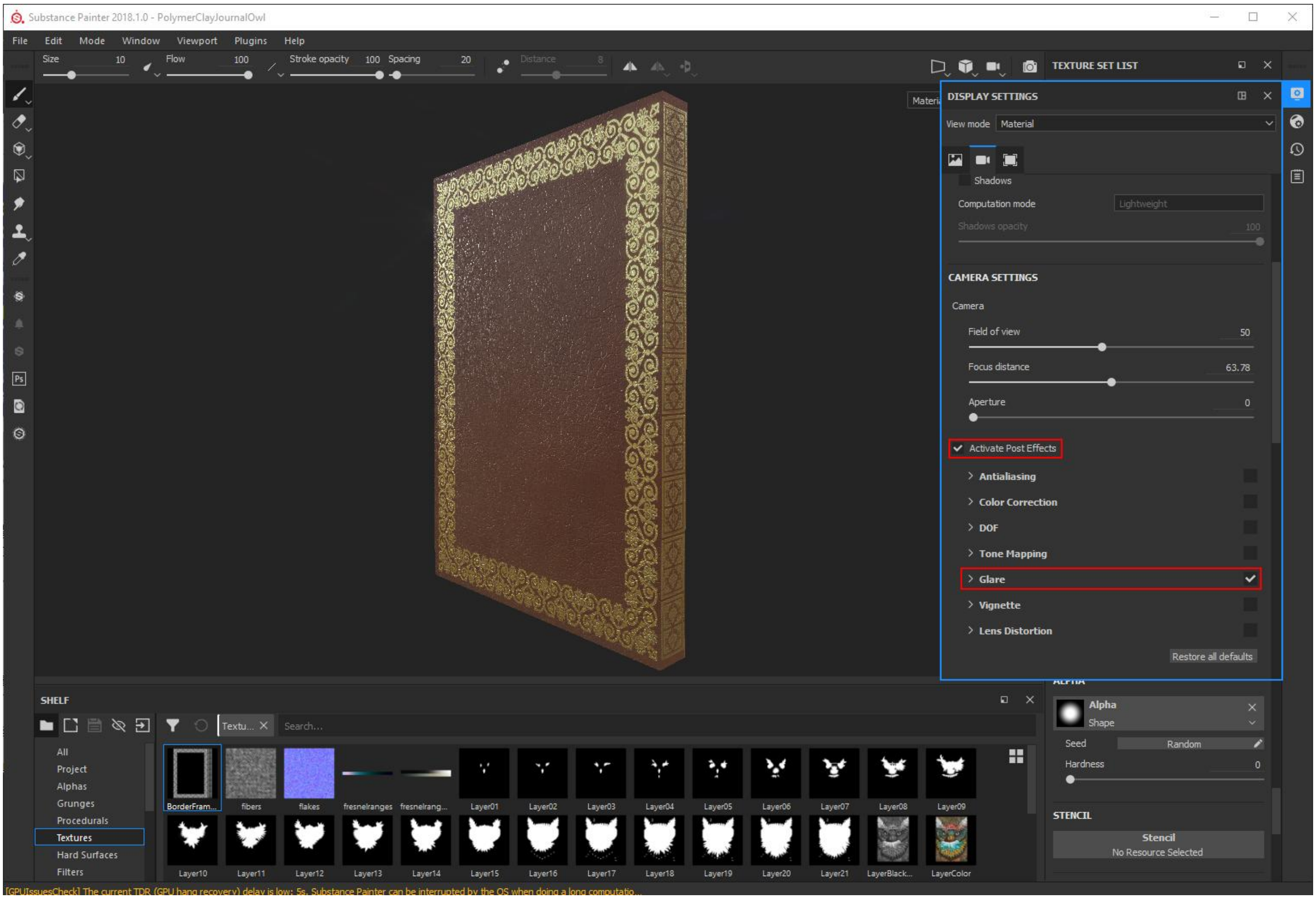
287. Switch to 3D only, so you can look around



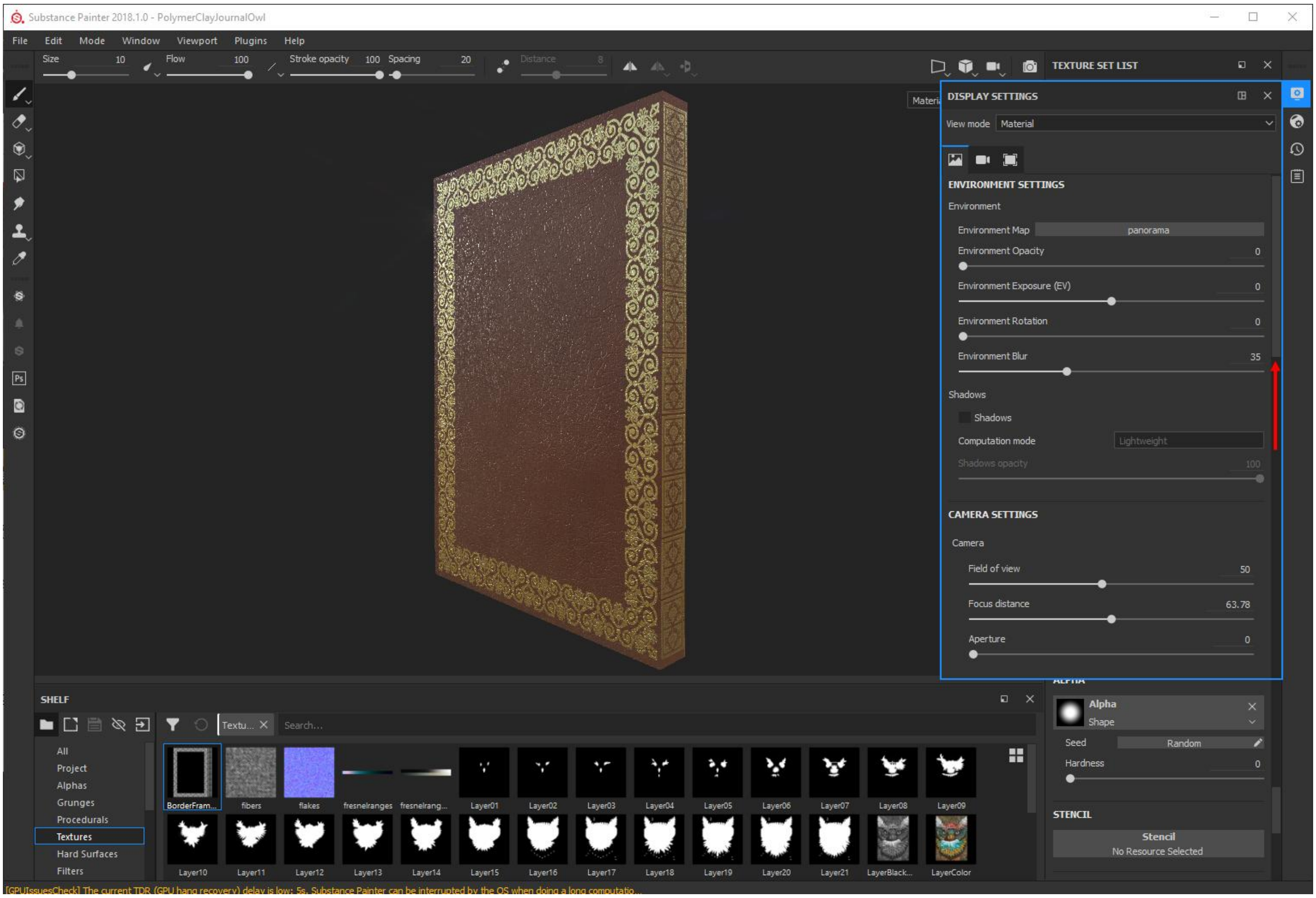
288. Click Display Settings



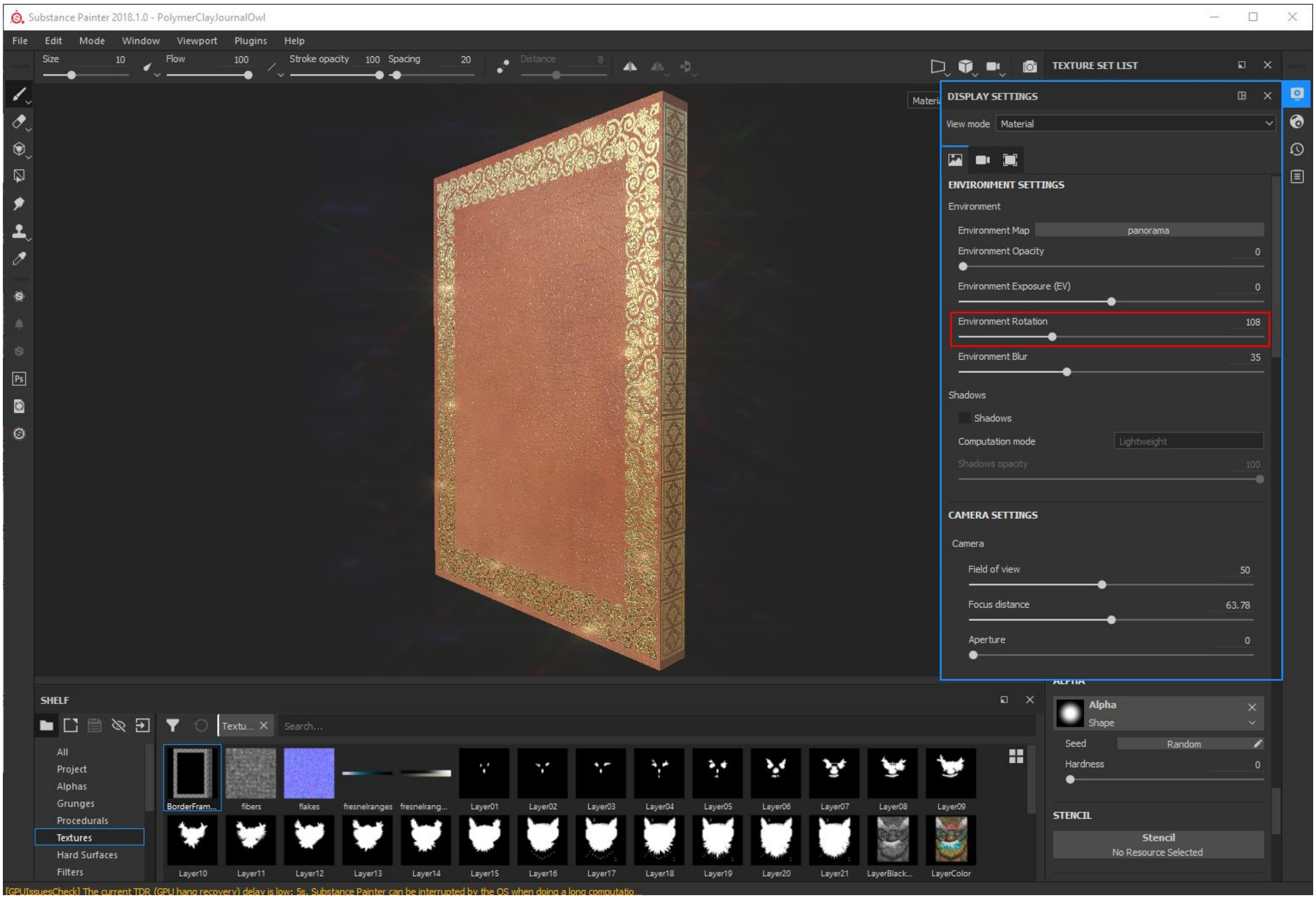
289. Scroll down, enable Activate Post Effects and Glare



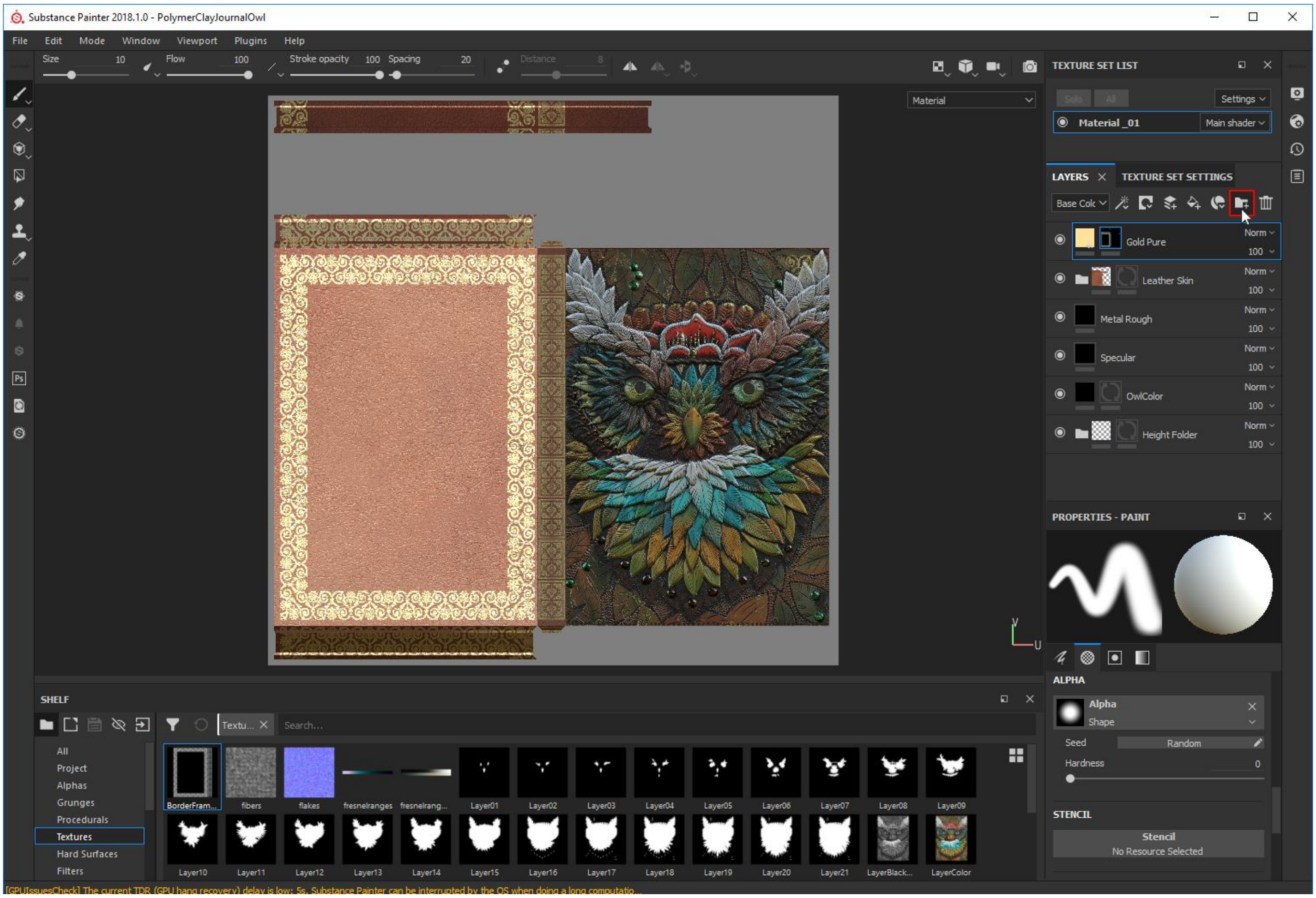
290. Scroll up



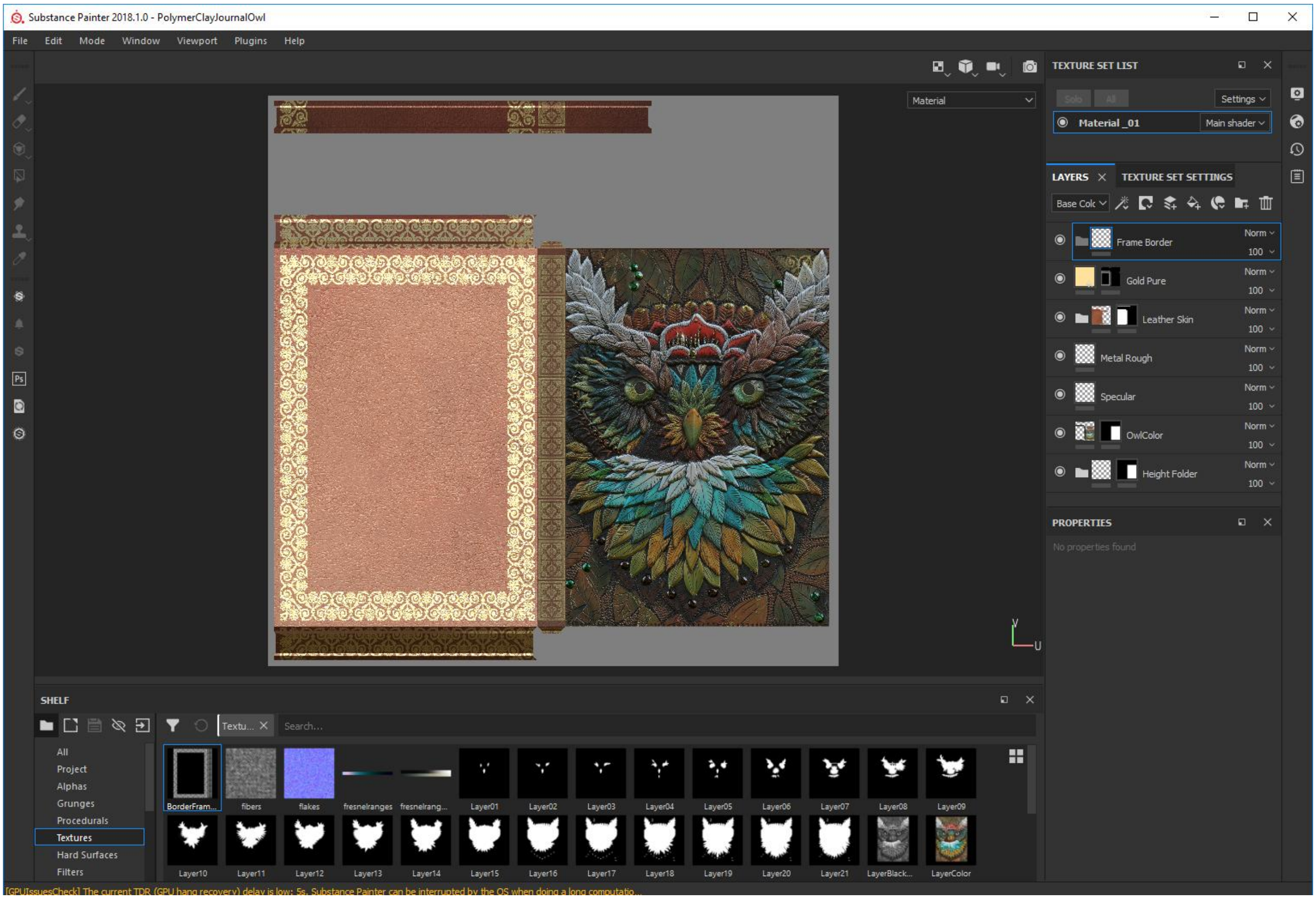
291. Adjust Enviroment Rotation, so you can see the shiny gold



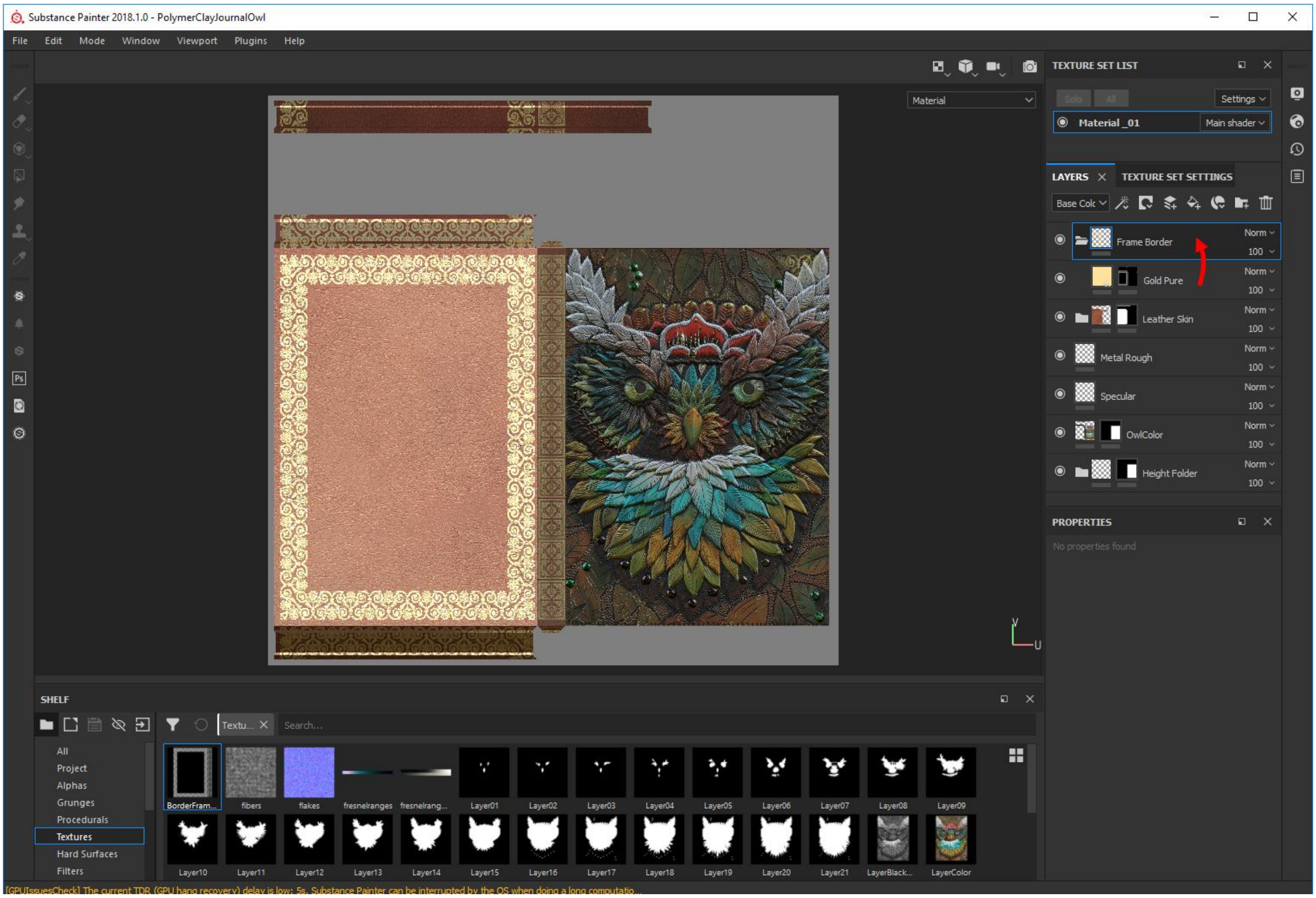
292. Click add a folder



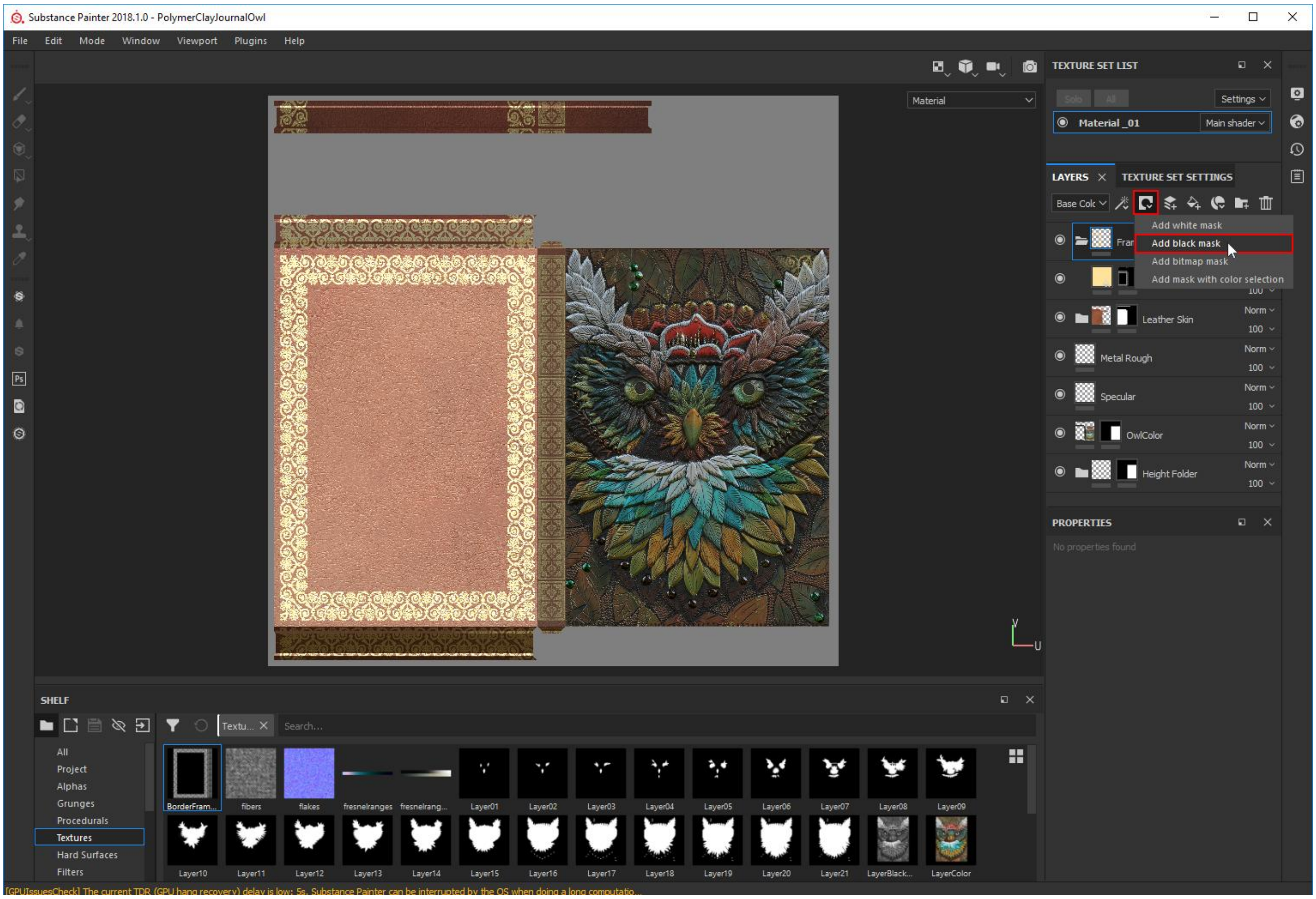
293. Rename folder as Frame Border



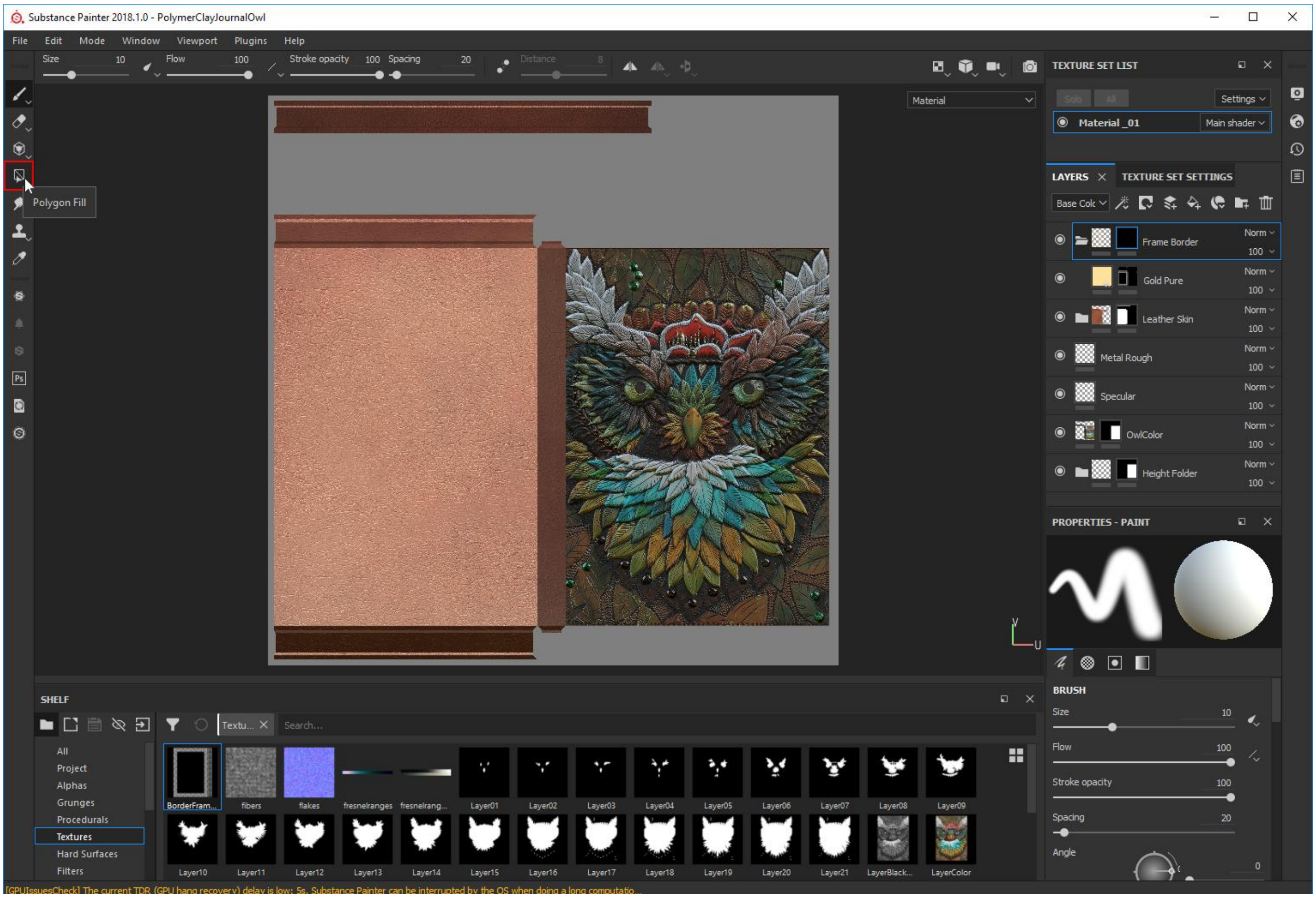
294.Drag Gold Pure into Frame Border folder



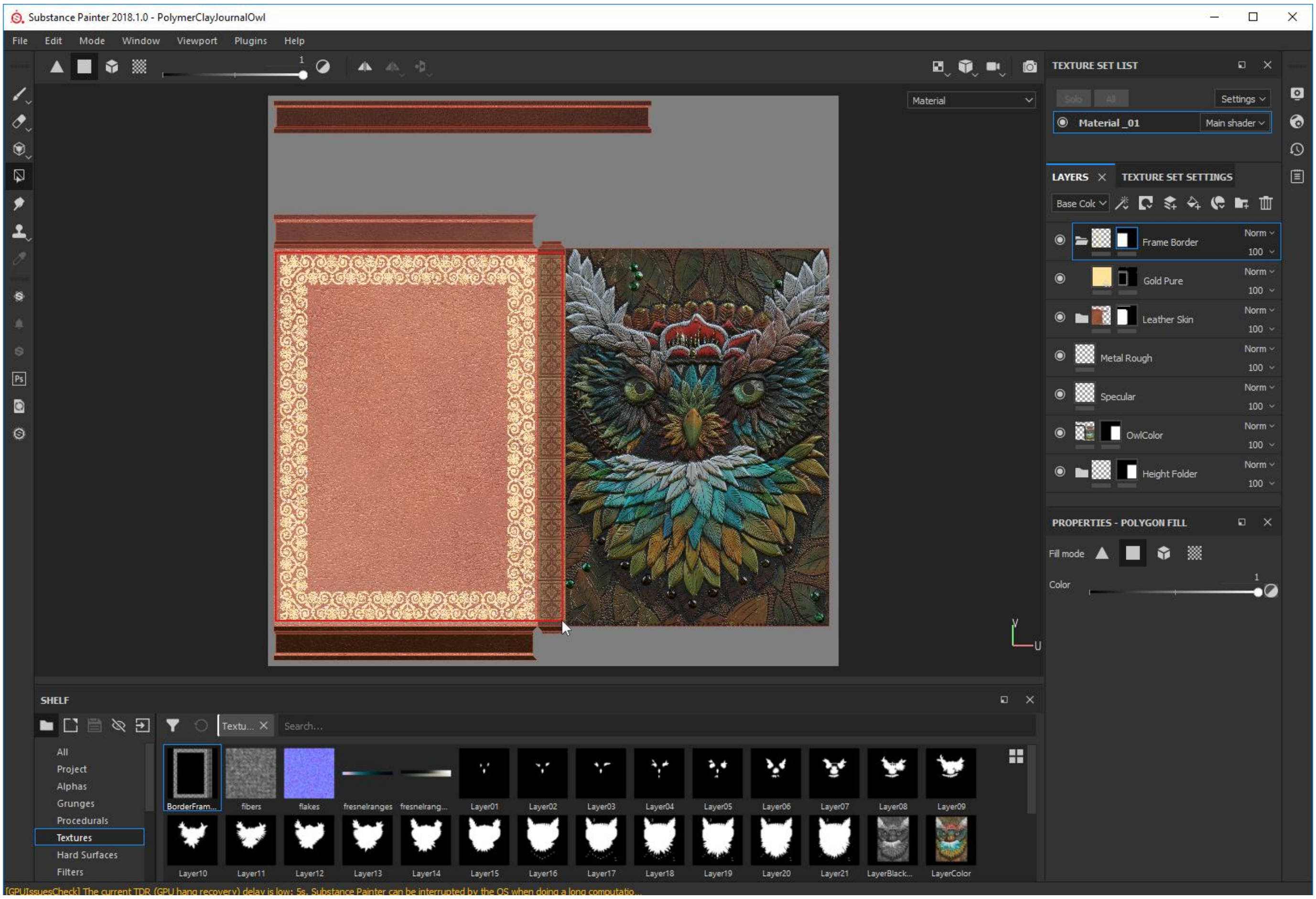
295. Add black mask on Frame Border folder



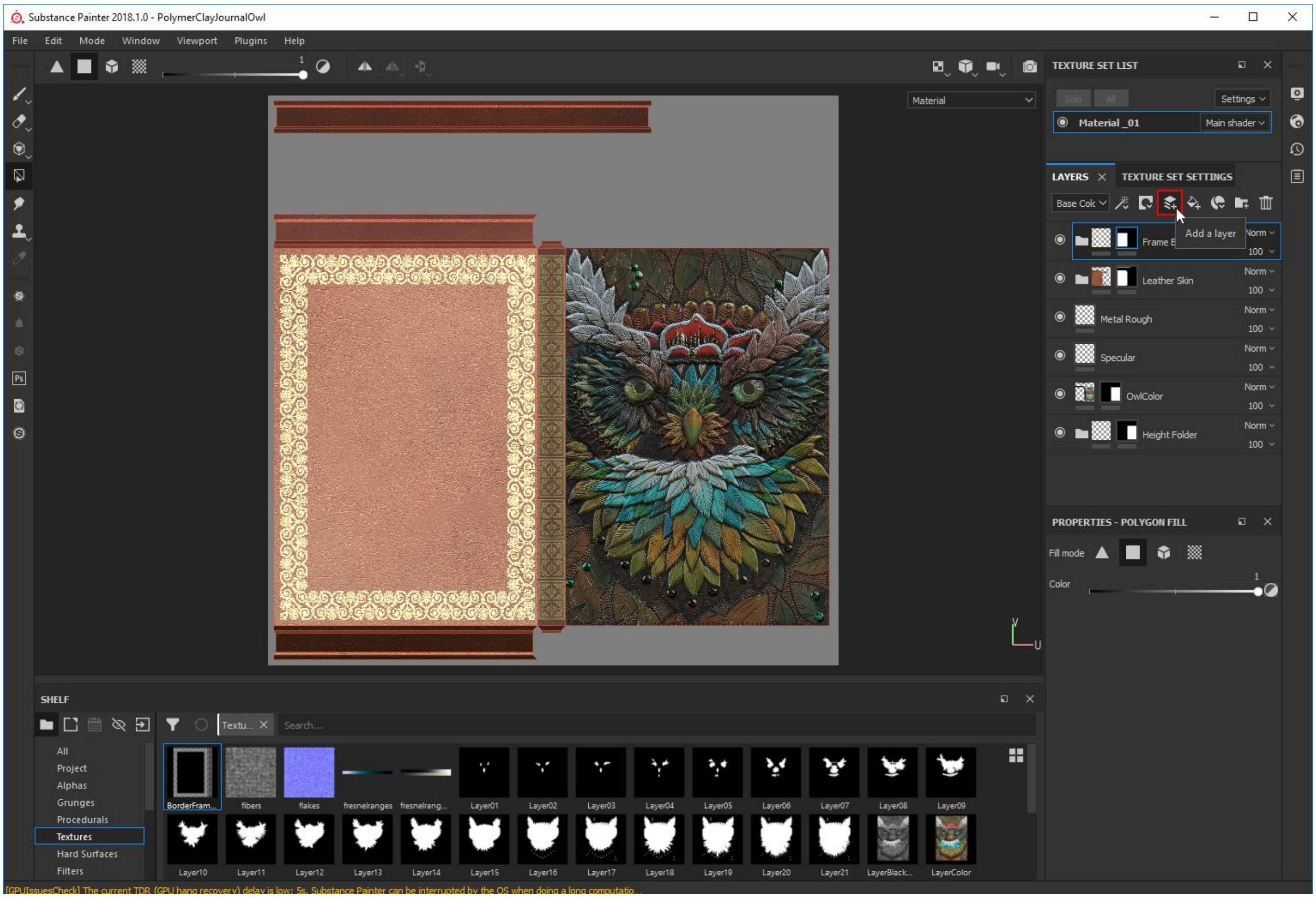
296. Click Polygon Fill



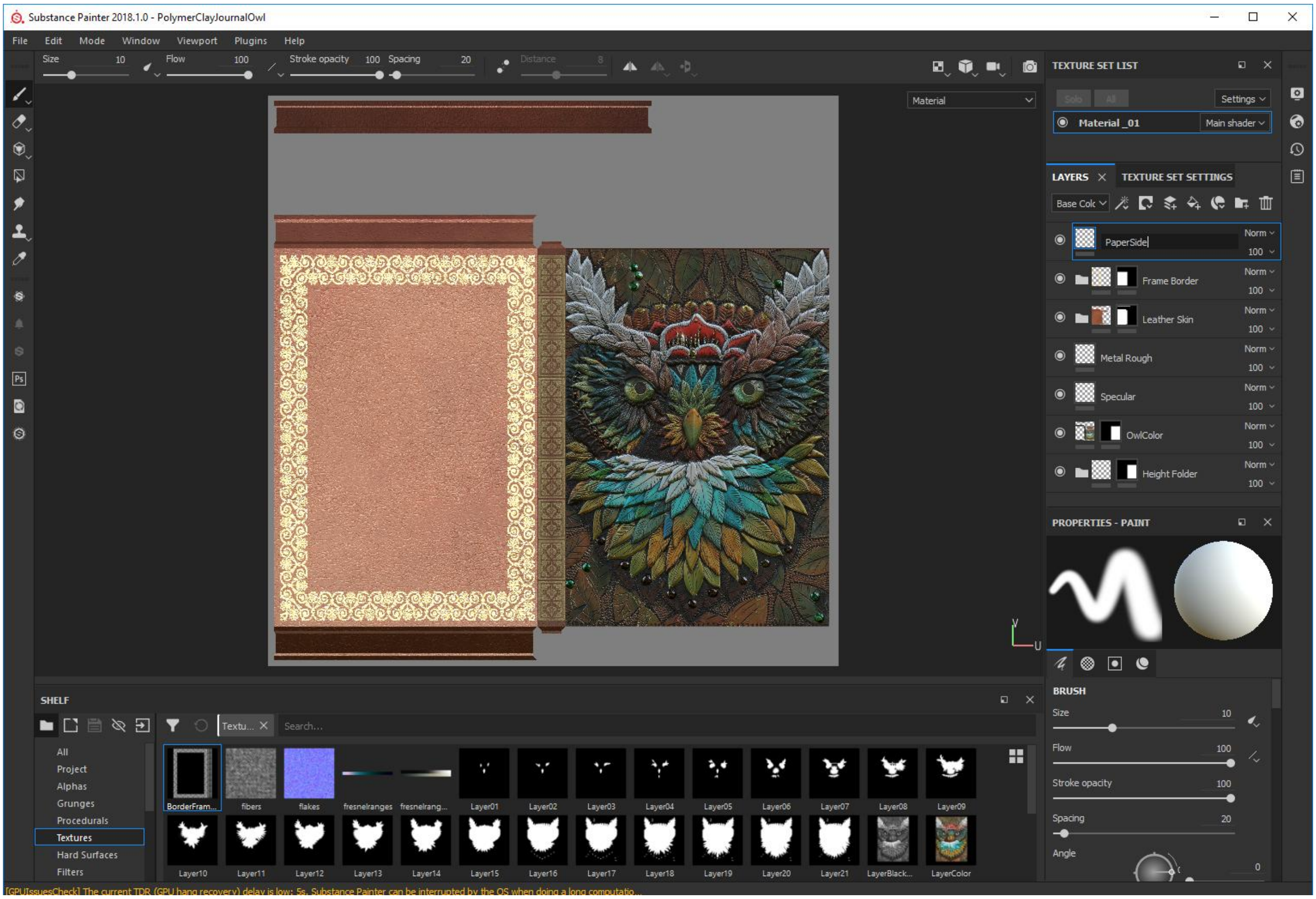
297. Highlight and select uv area



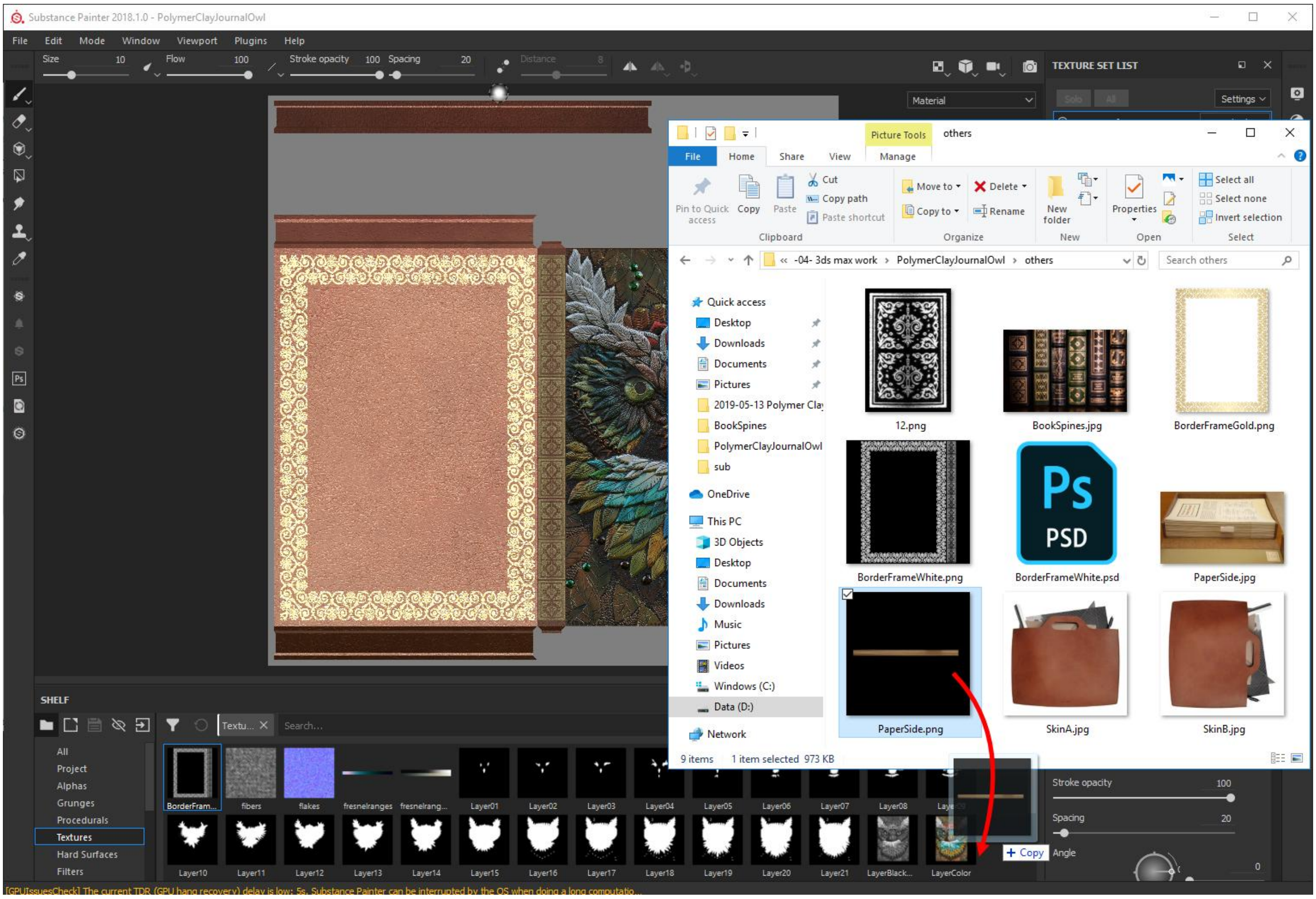
298. Click add a layer



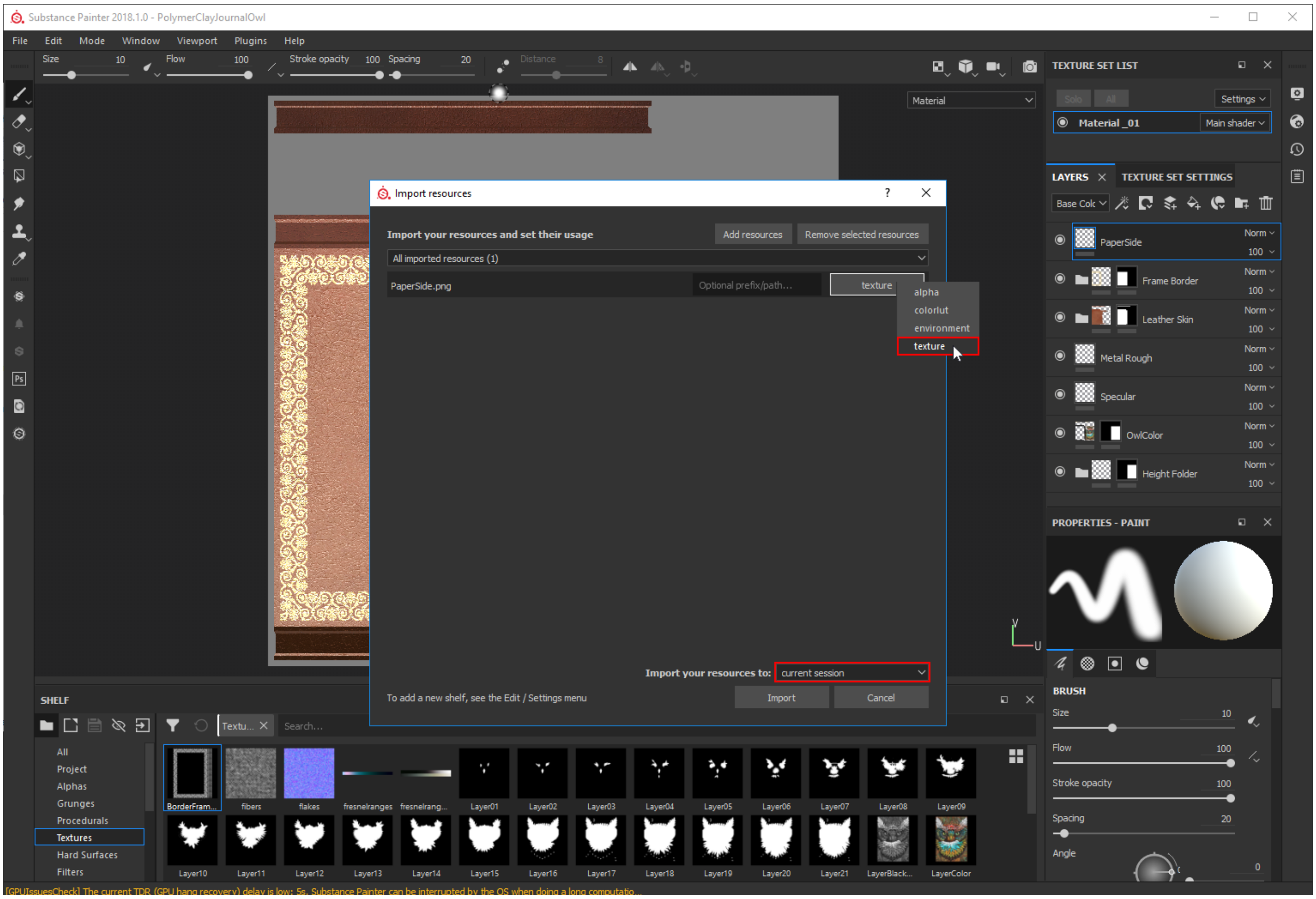
299. Rename as Paper Side



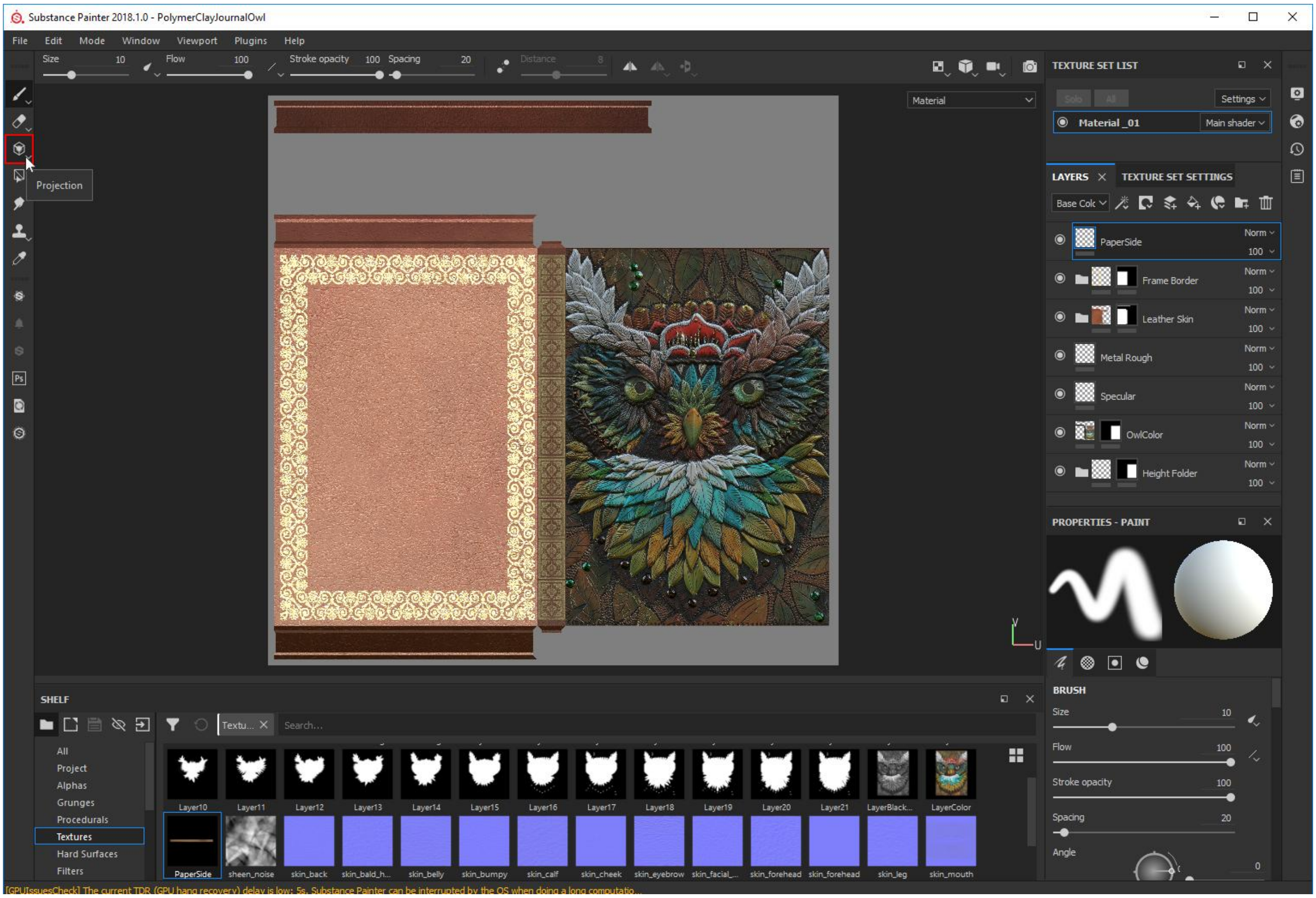
300. Import paper side picture into substance painter



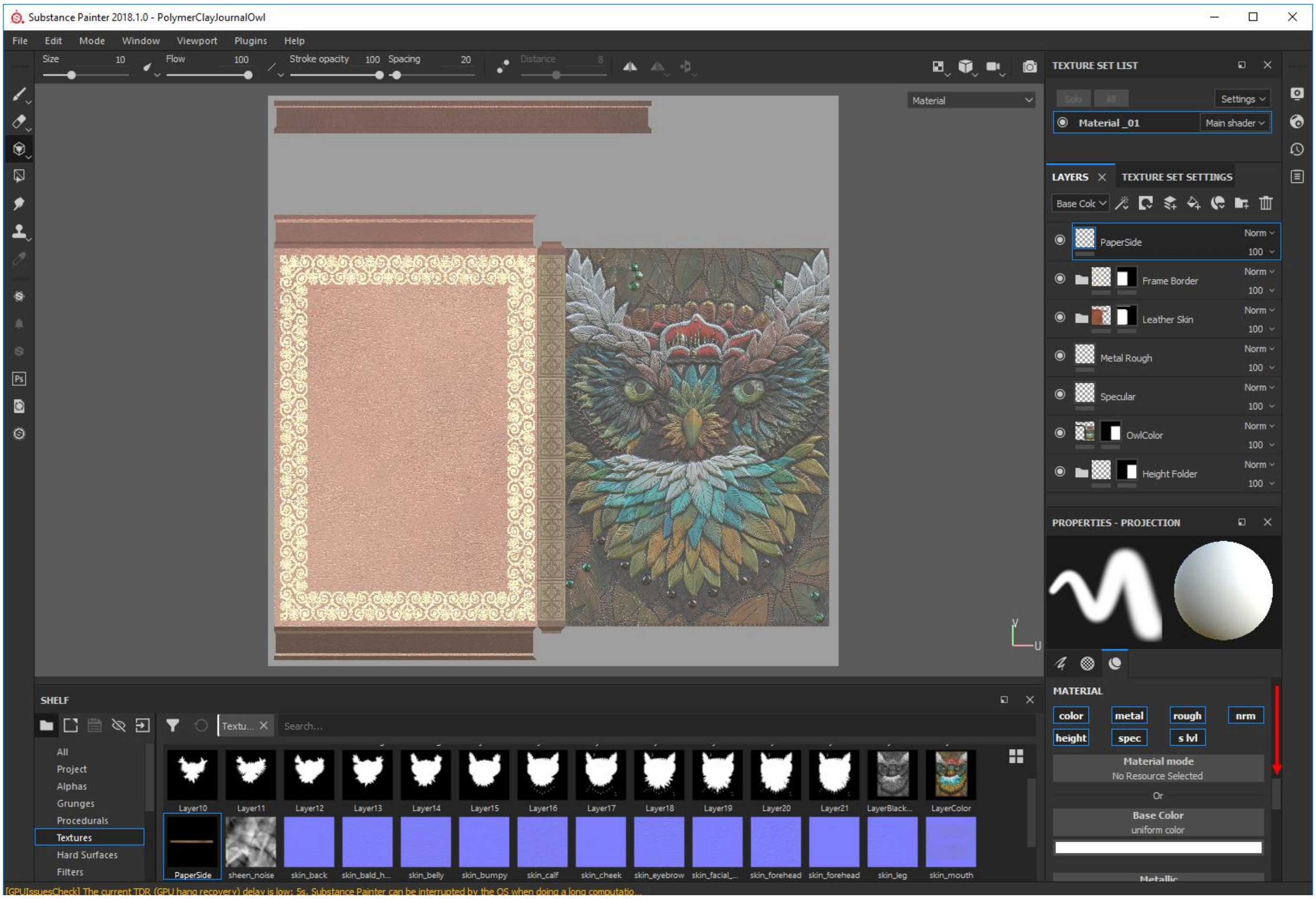
301. Select texture and current session



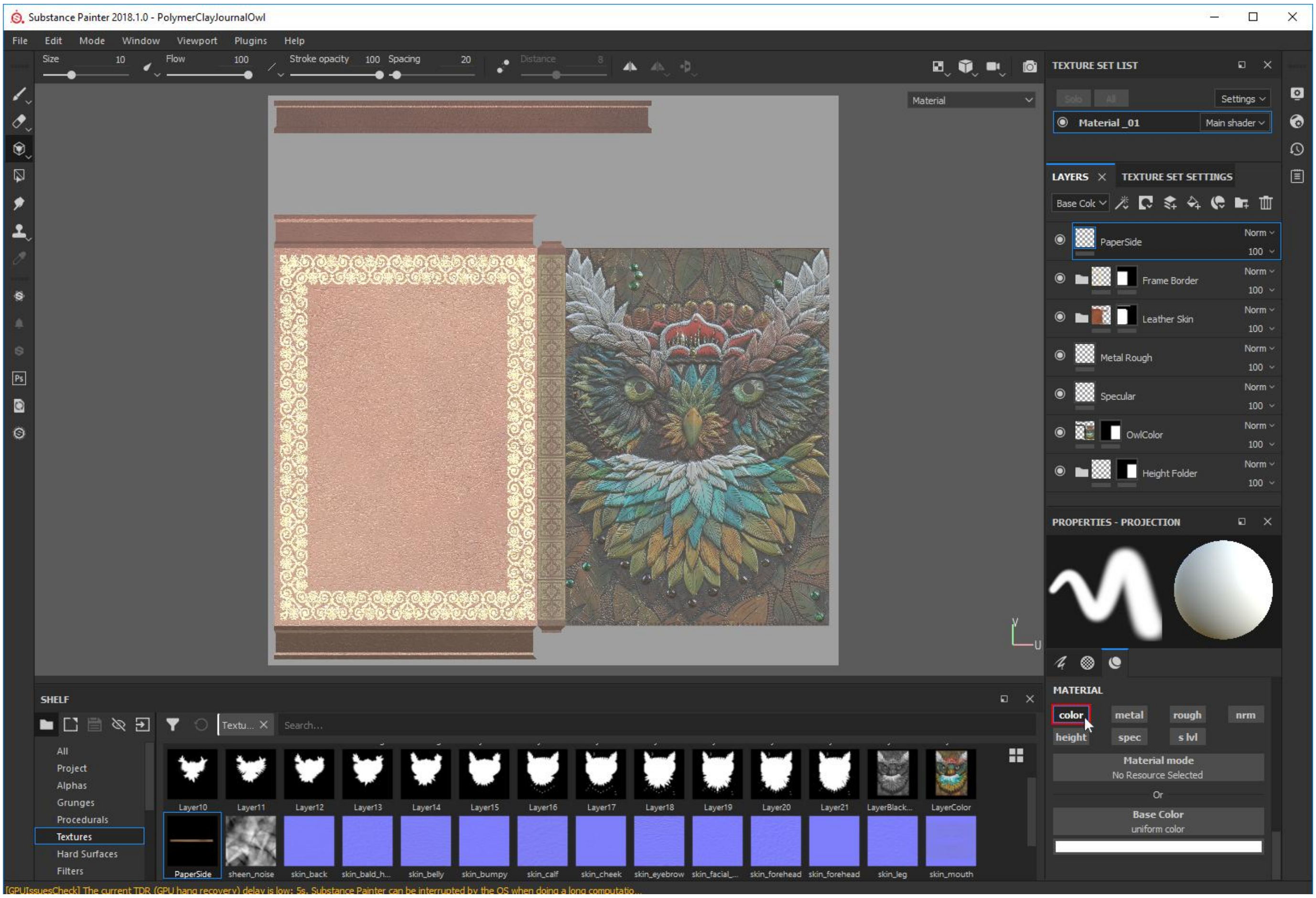
302. Click Projection



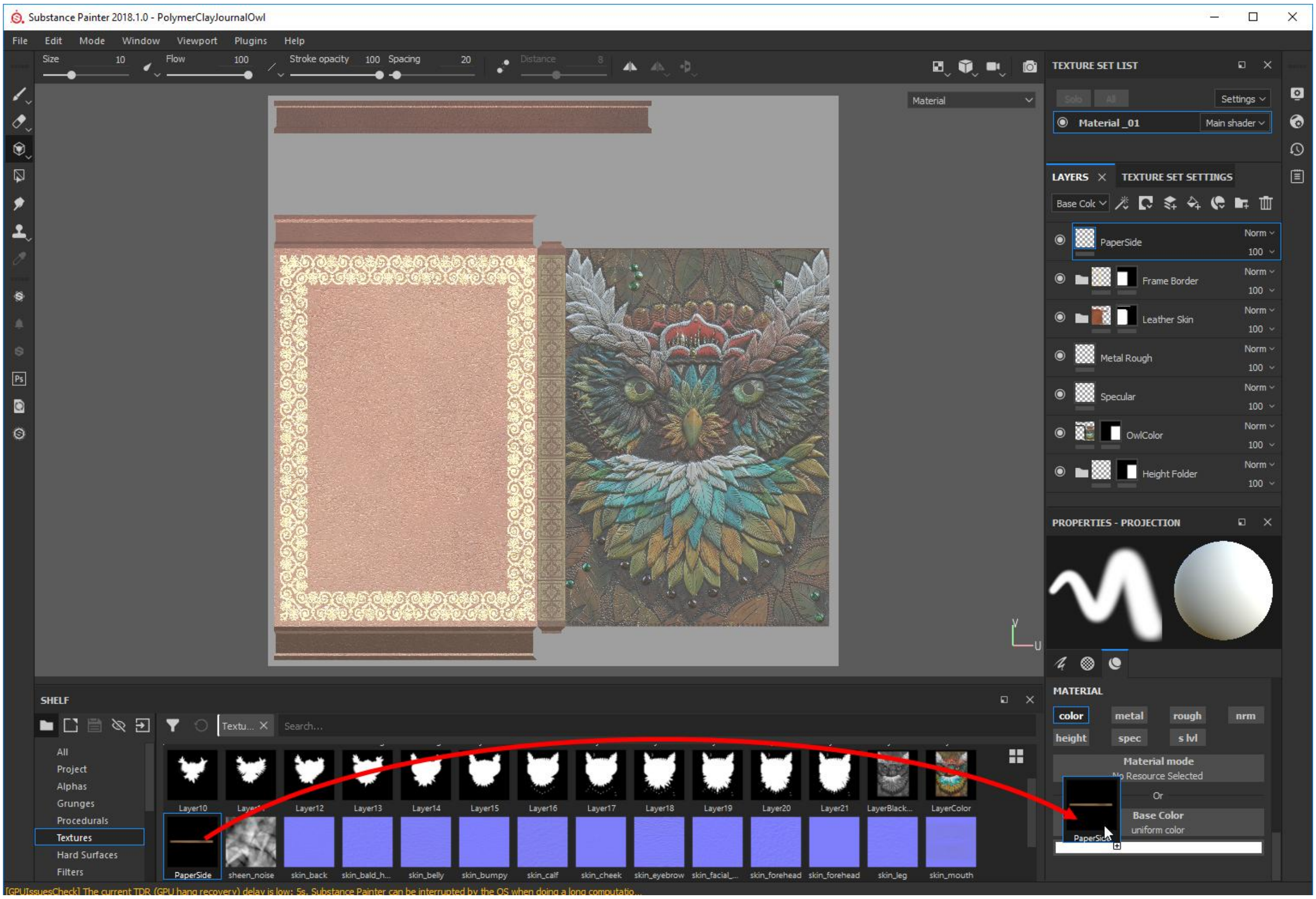
303. Scroll down to material



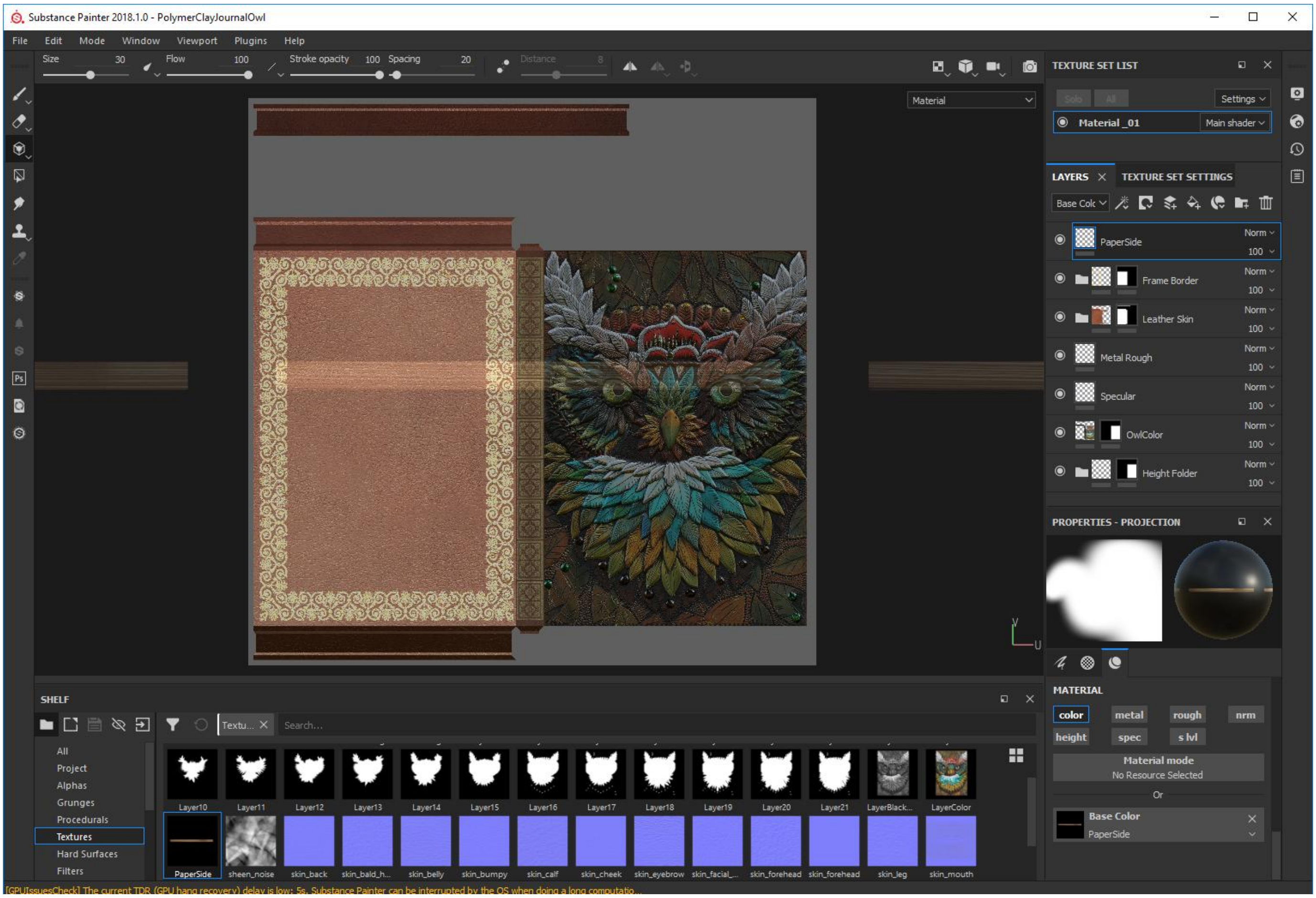
304. Disable all, but enable color only



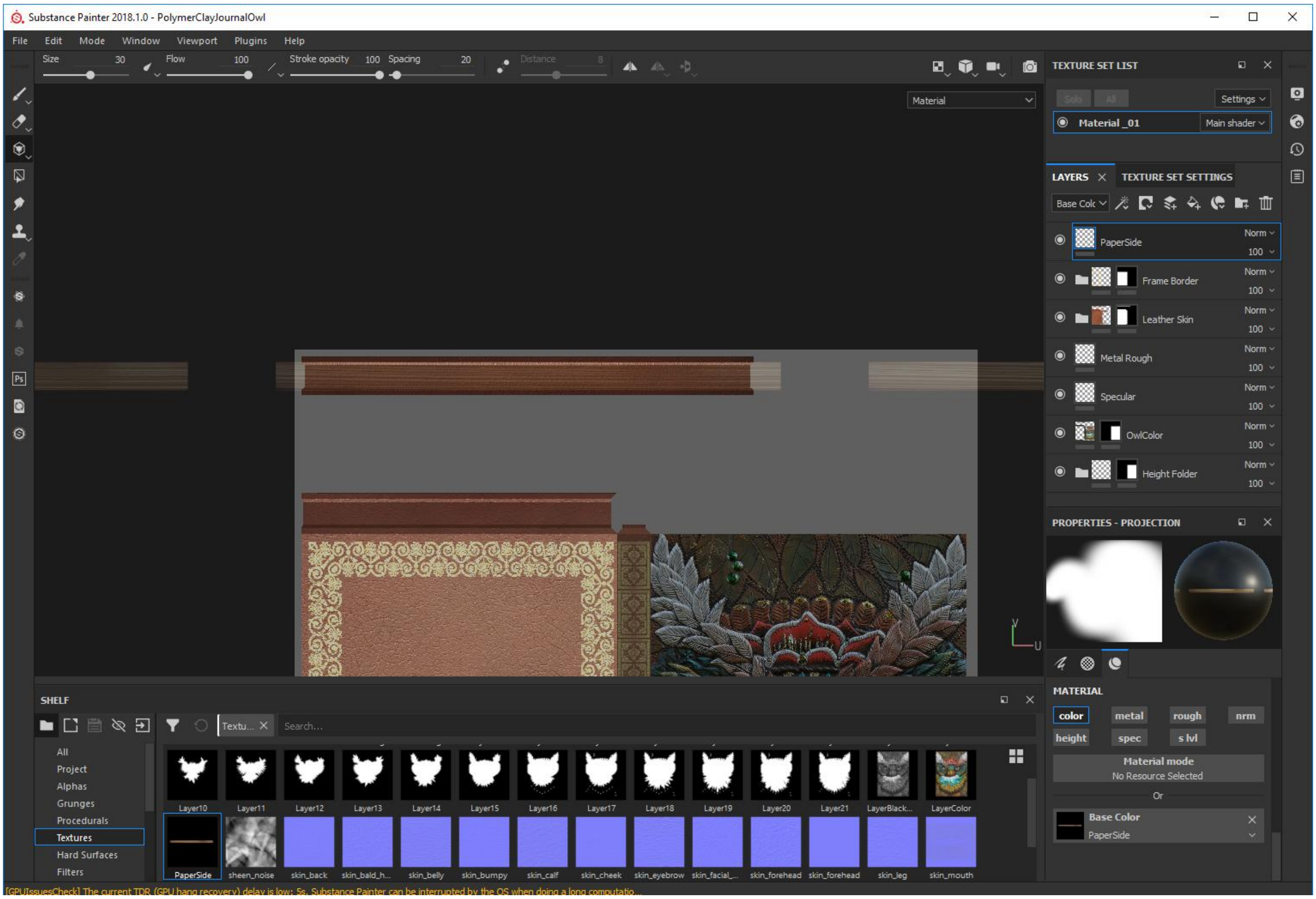
305. Drag paper side picture → Base Color



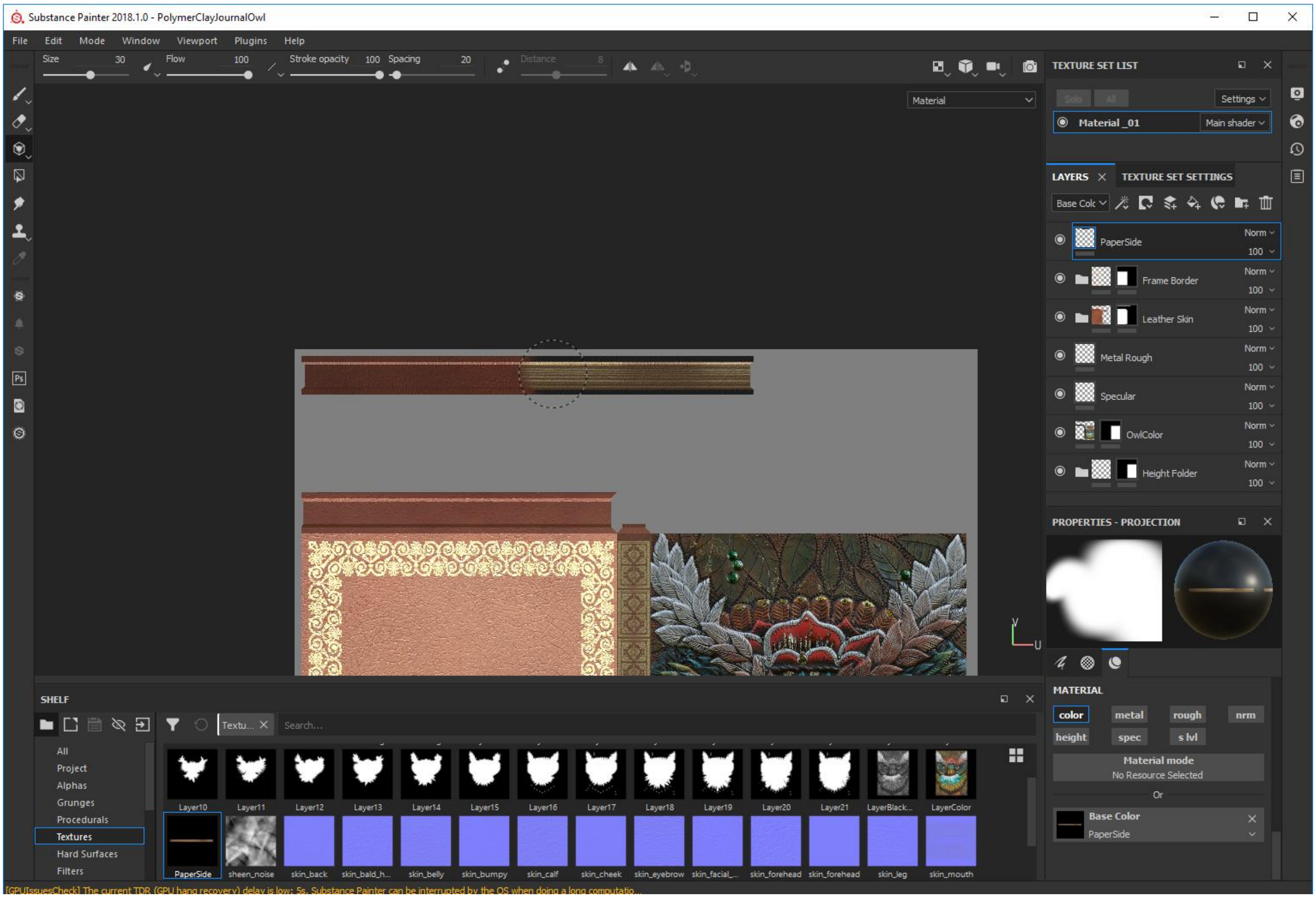
306. After drag paper side into base color



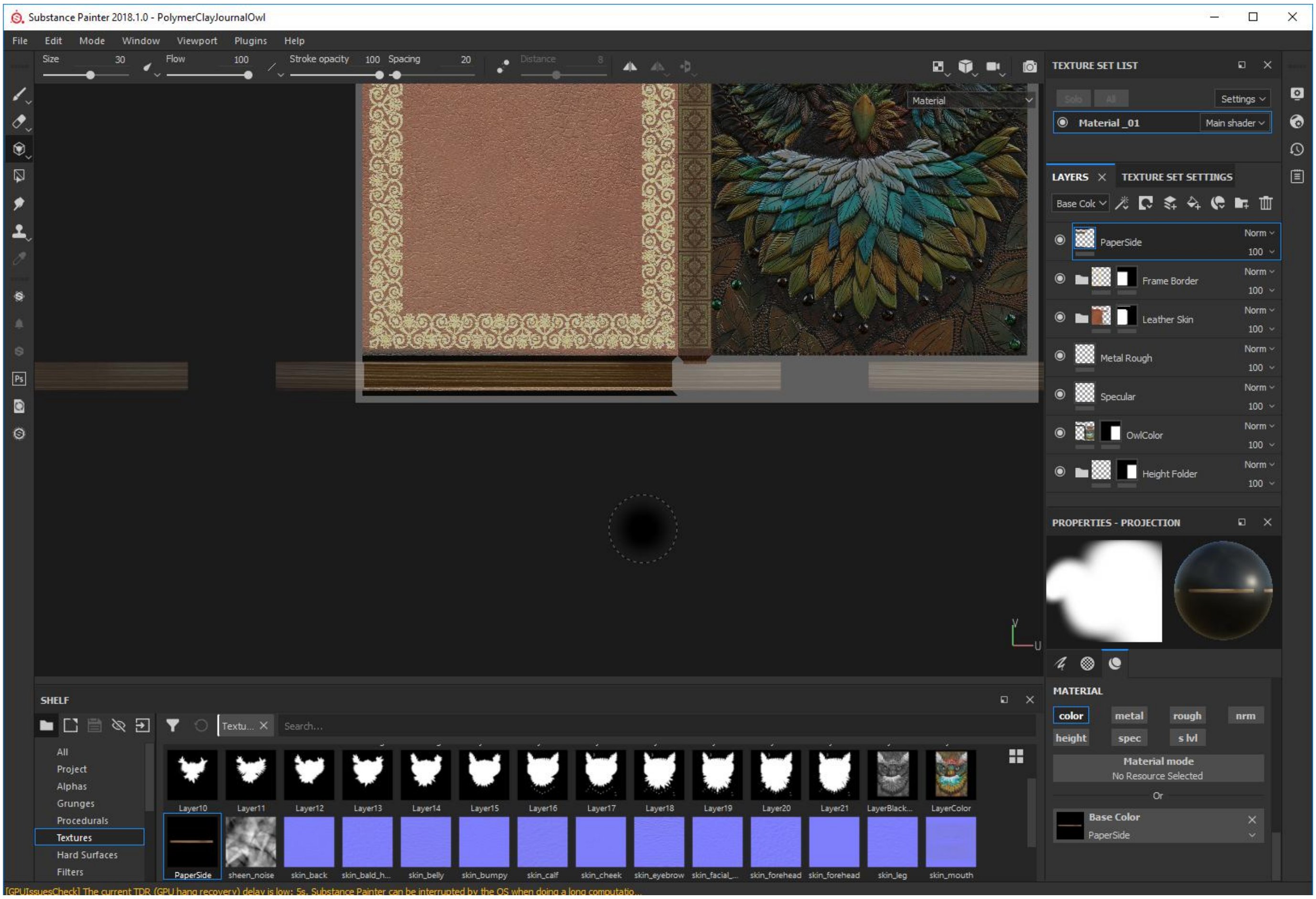
307. Zooming and adjust uv



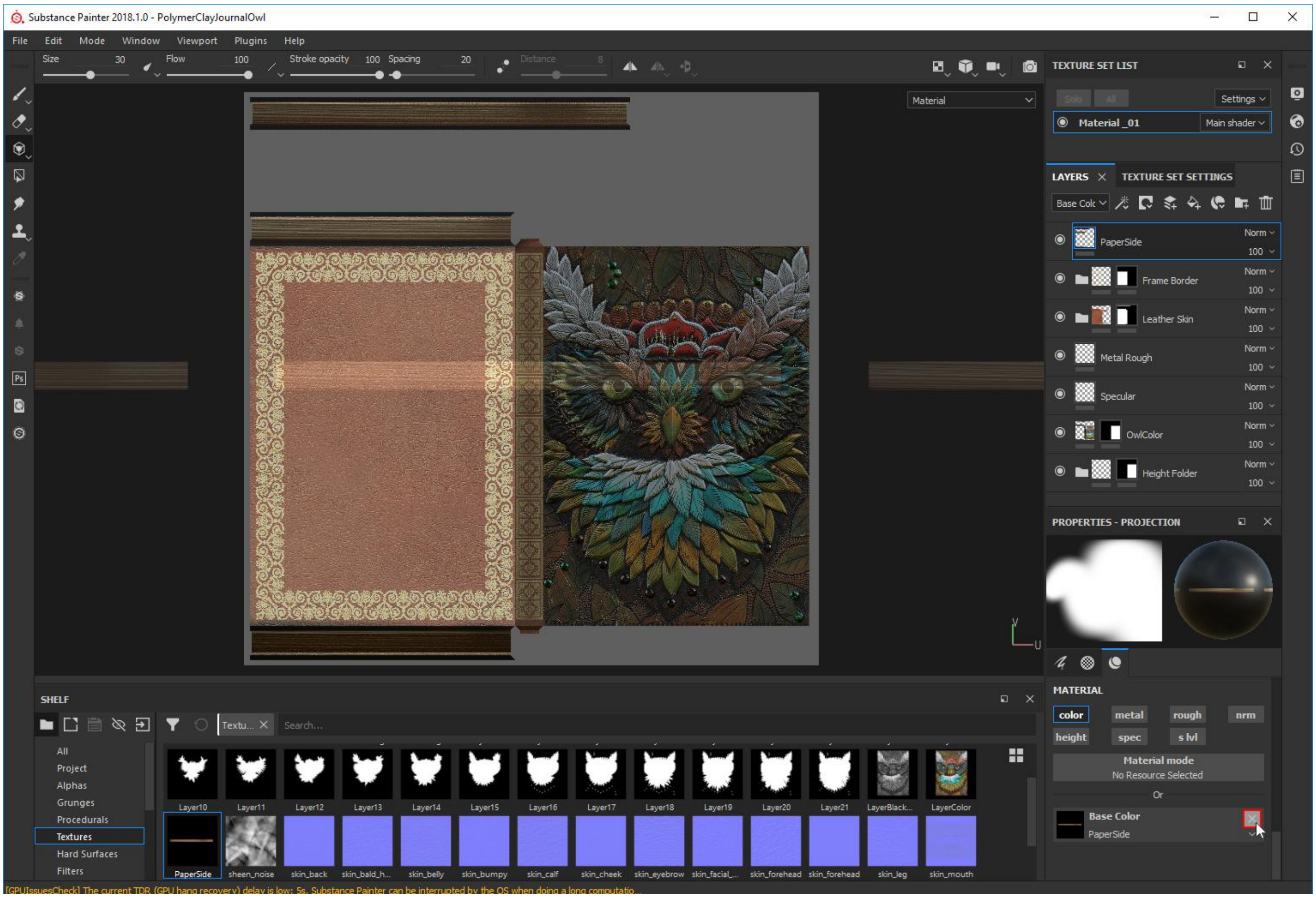
308. Paint paper side into uv



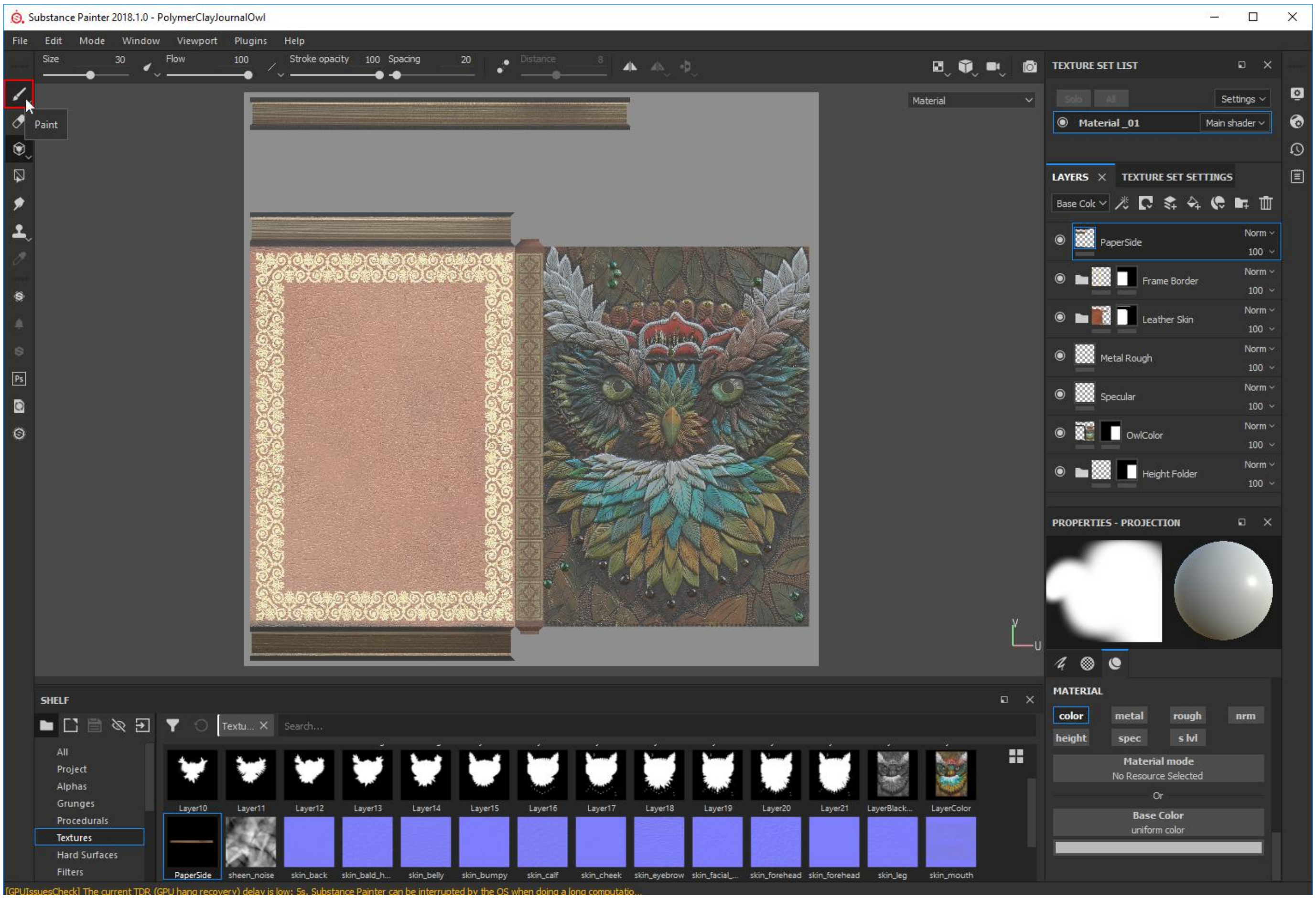
309. Repeat same step



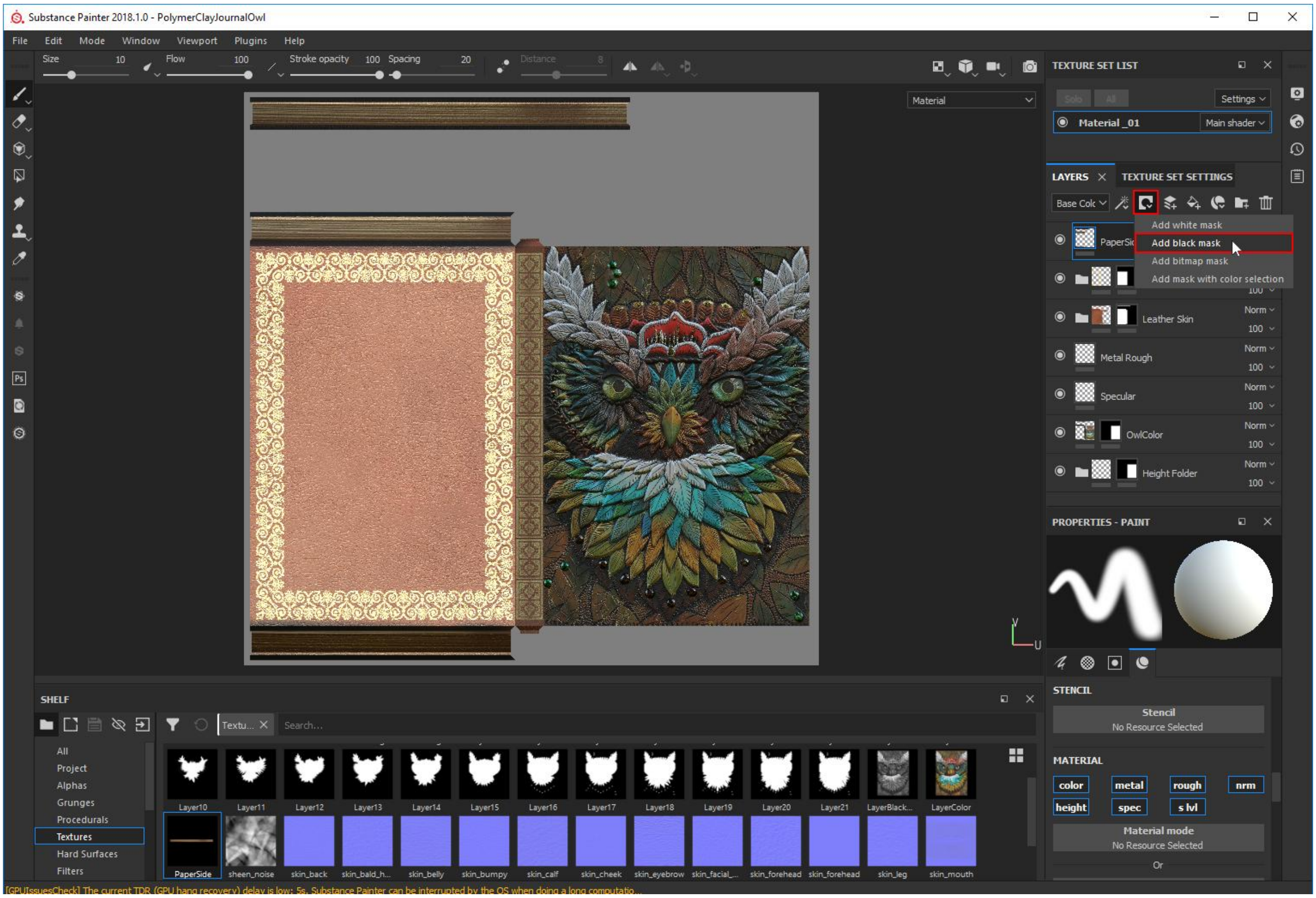
310. After finish paint, remove paper side picture from Base Color



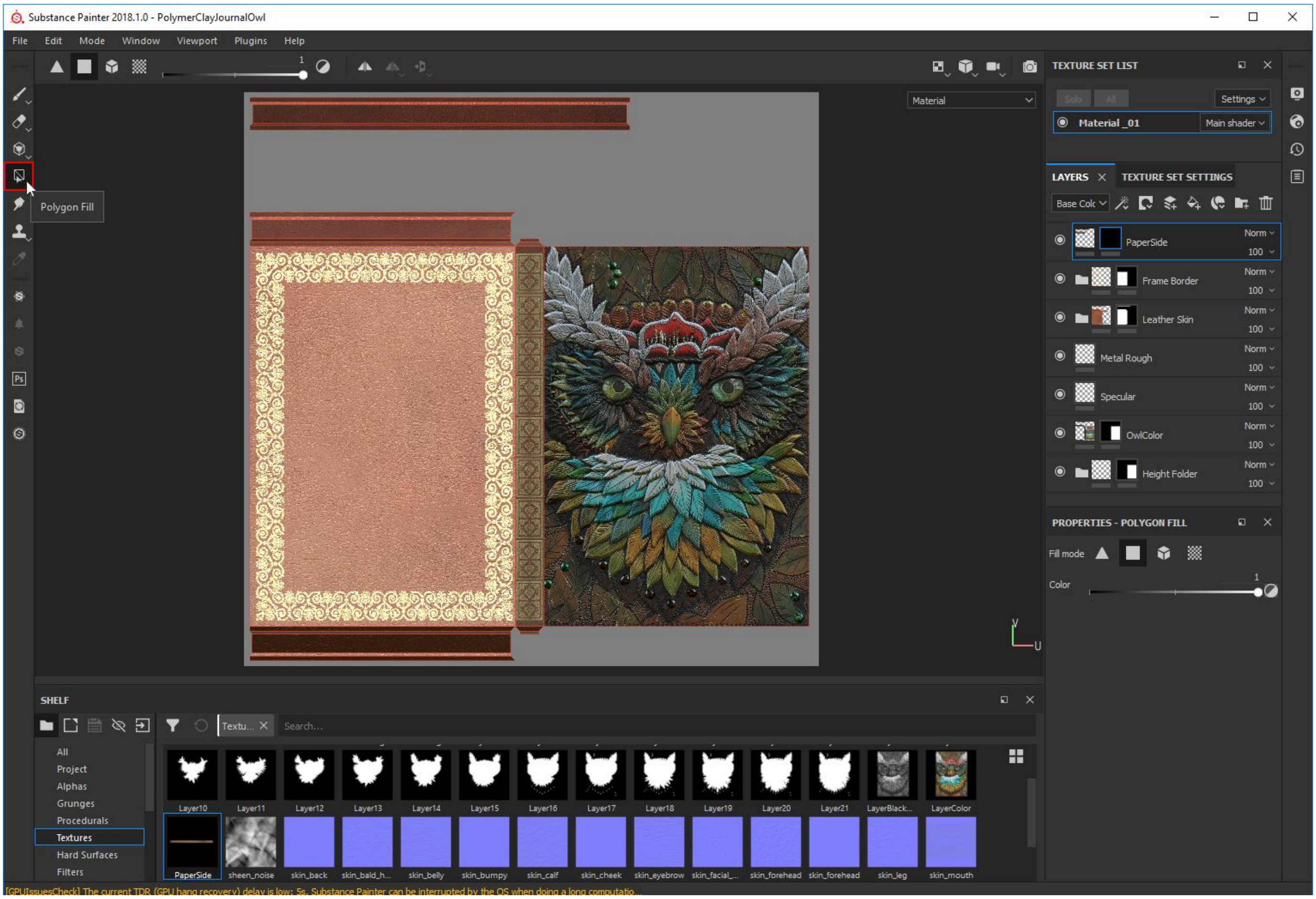
311. Click Paint to close the projection



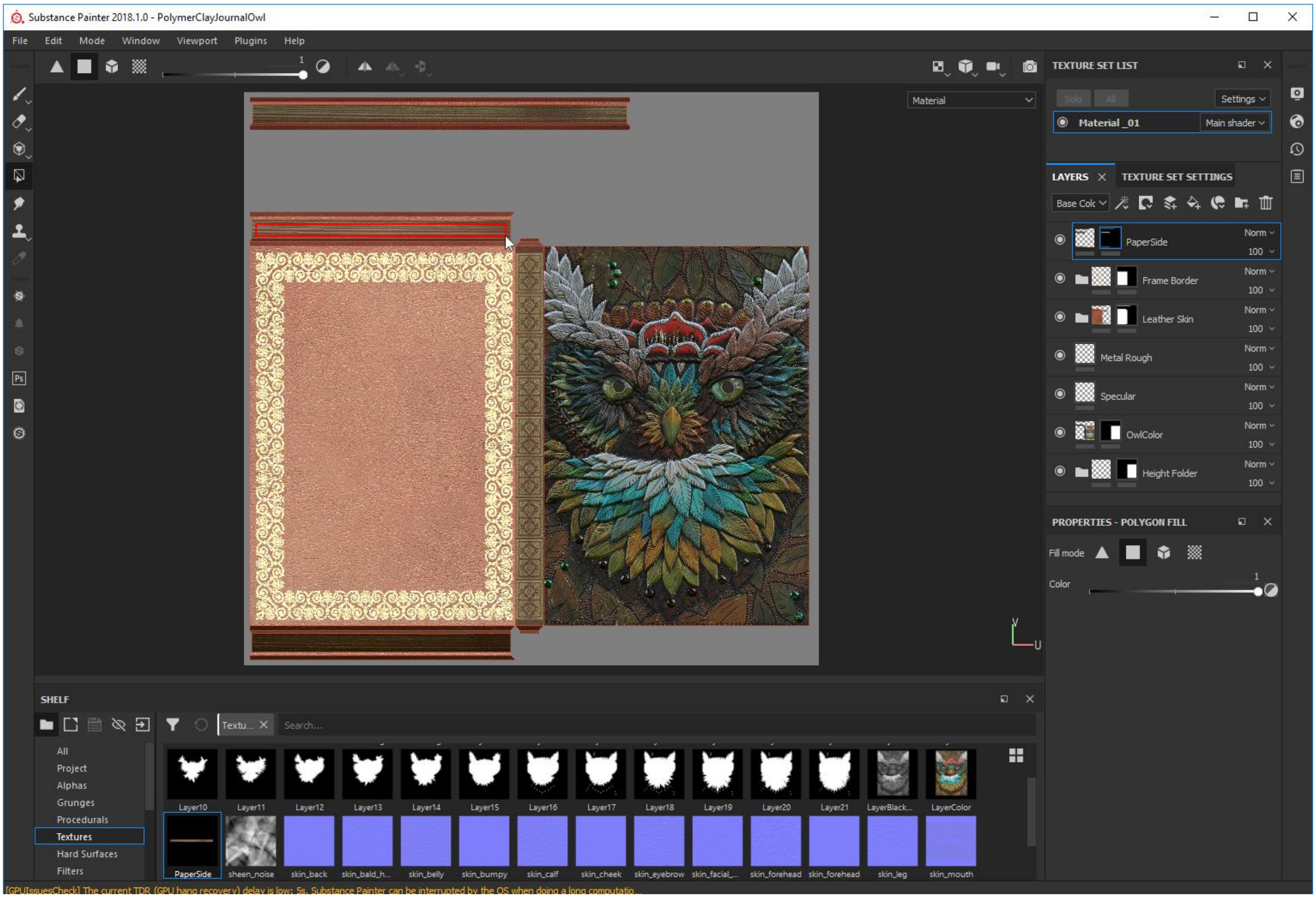
312. Add black mask on Paper Side layer



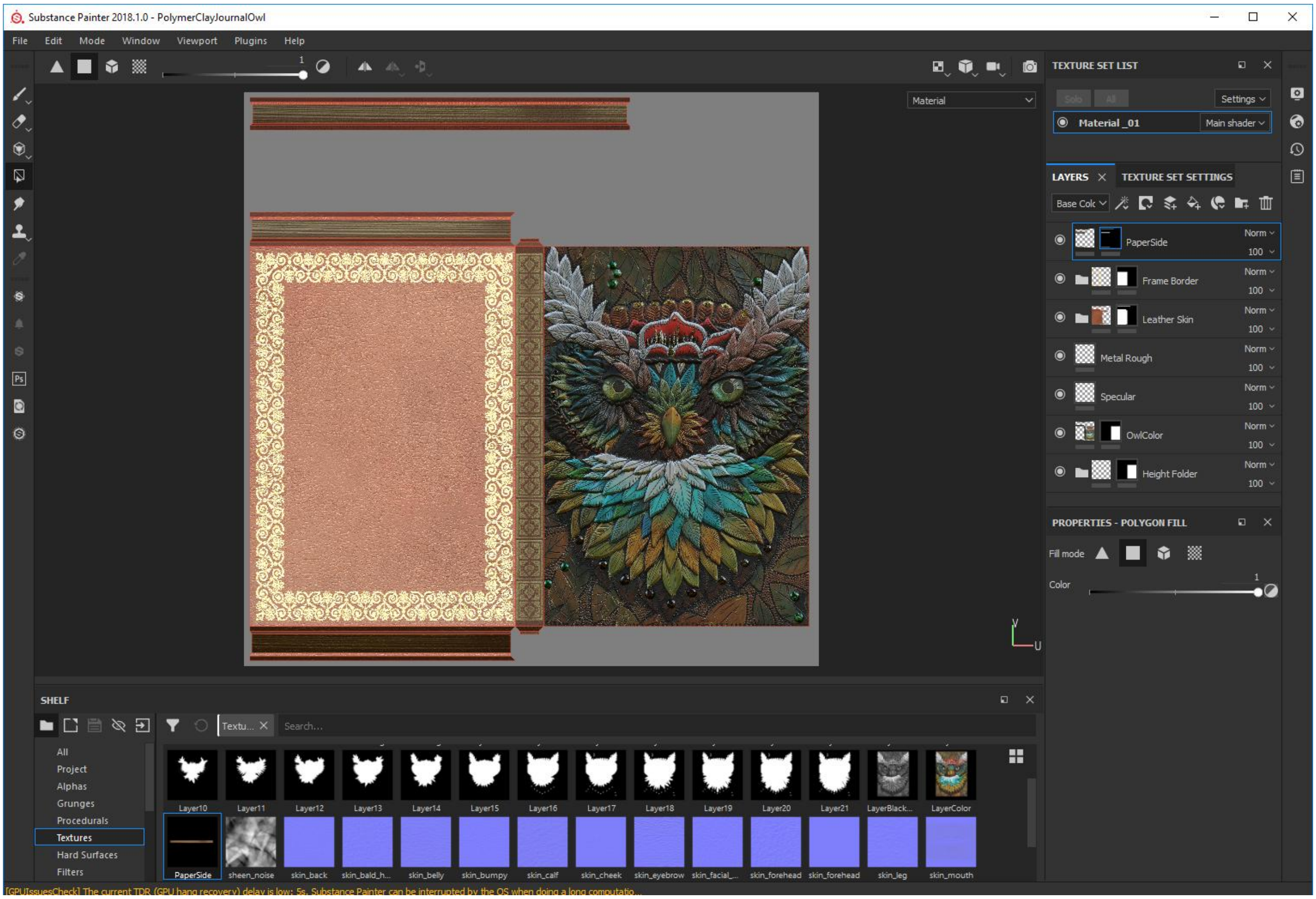
313. Click Polygon Fill



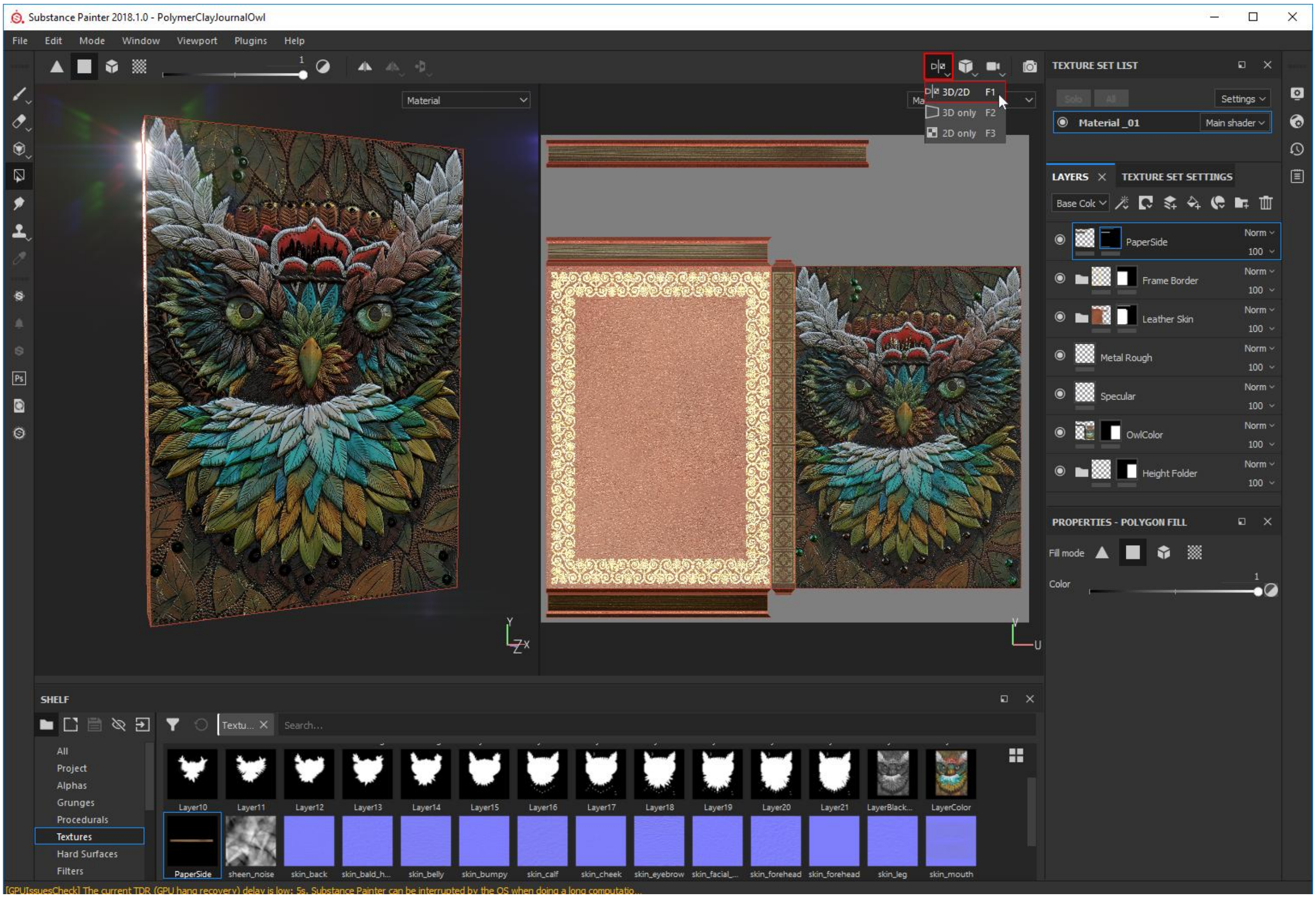
314. Highlight and select uv area



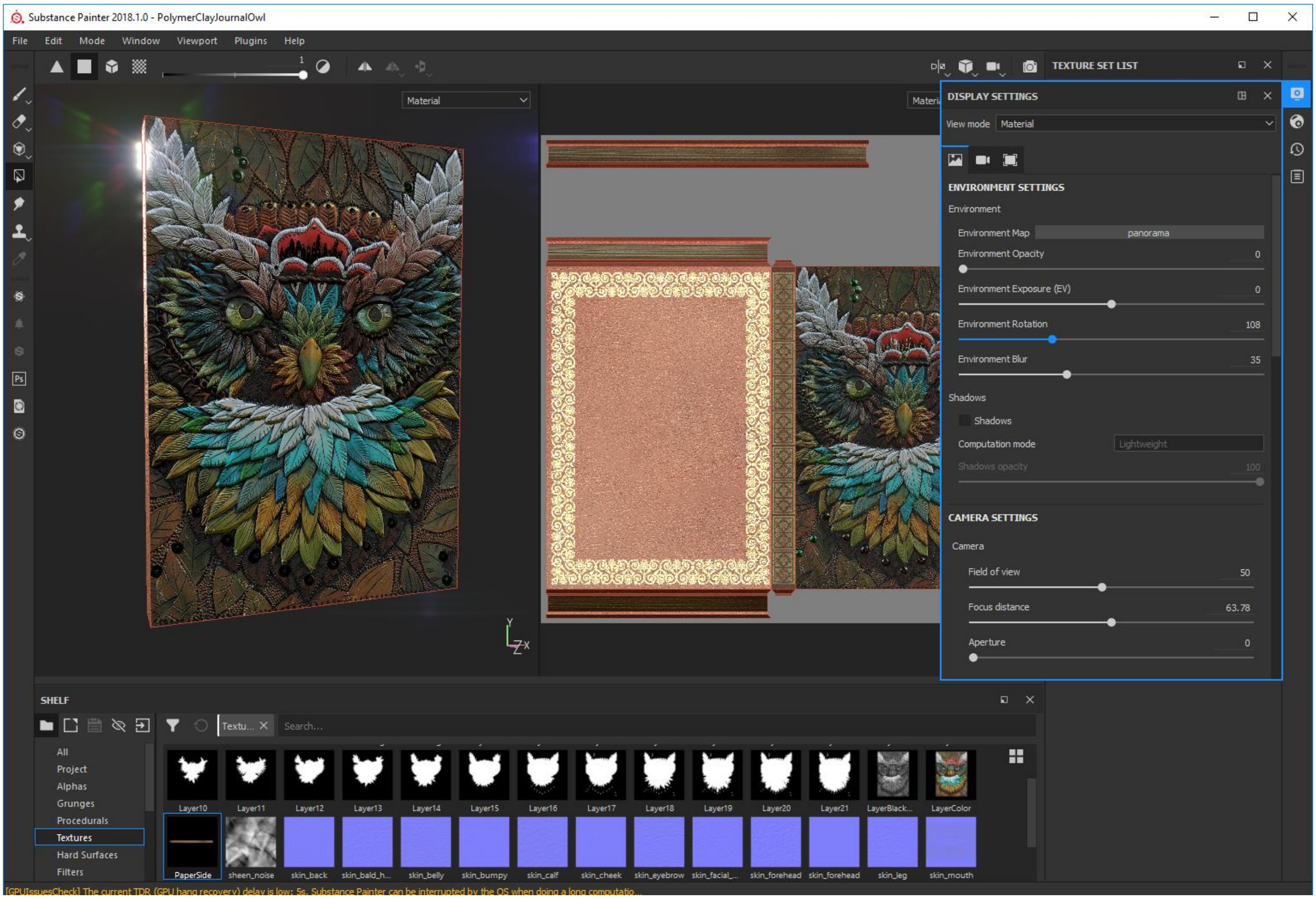
315. Done



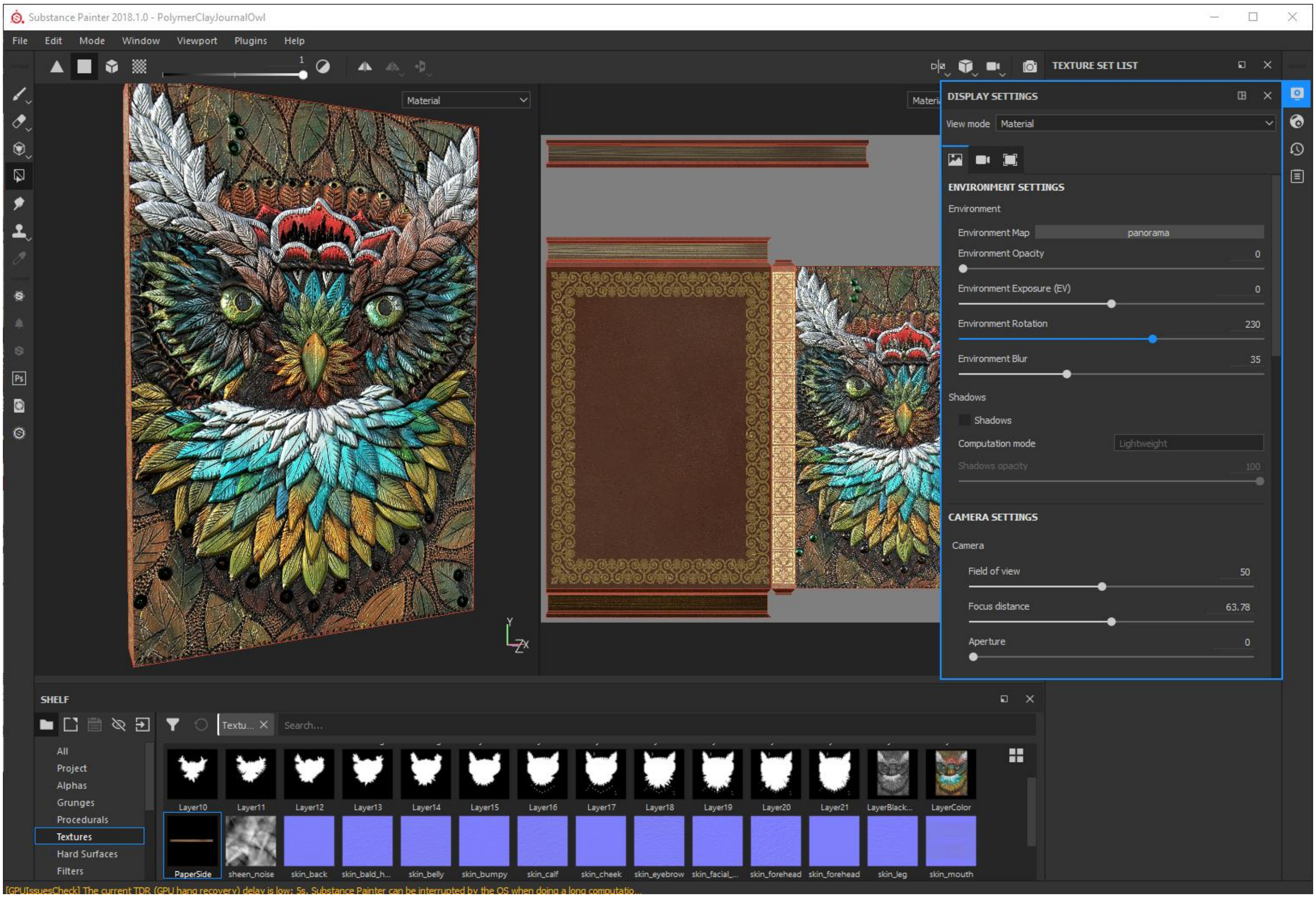
316. Switch to 3D/2D to view it



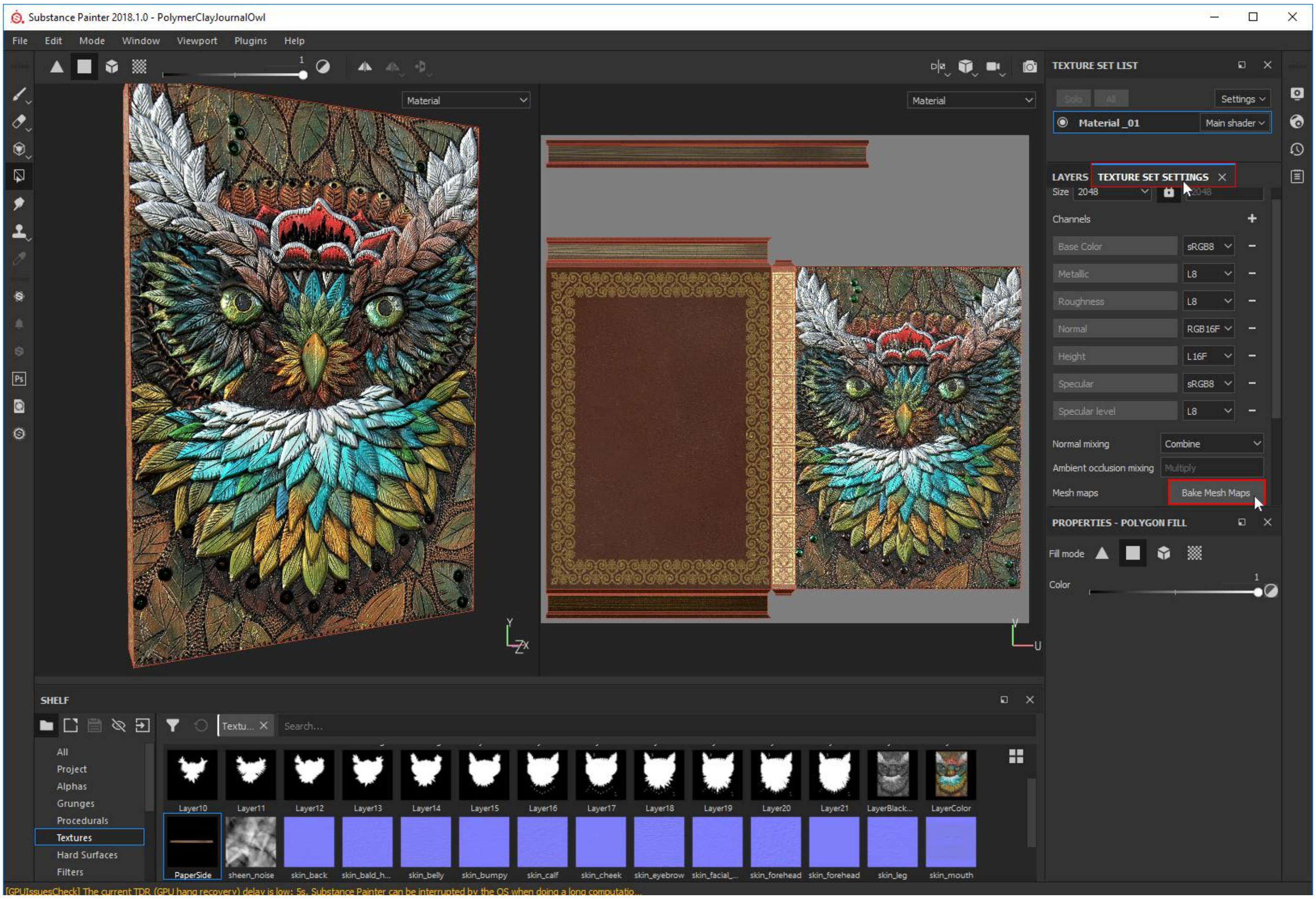
317. Display Settings → Environment Rotation



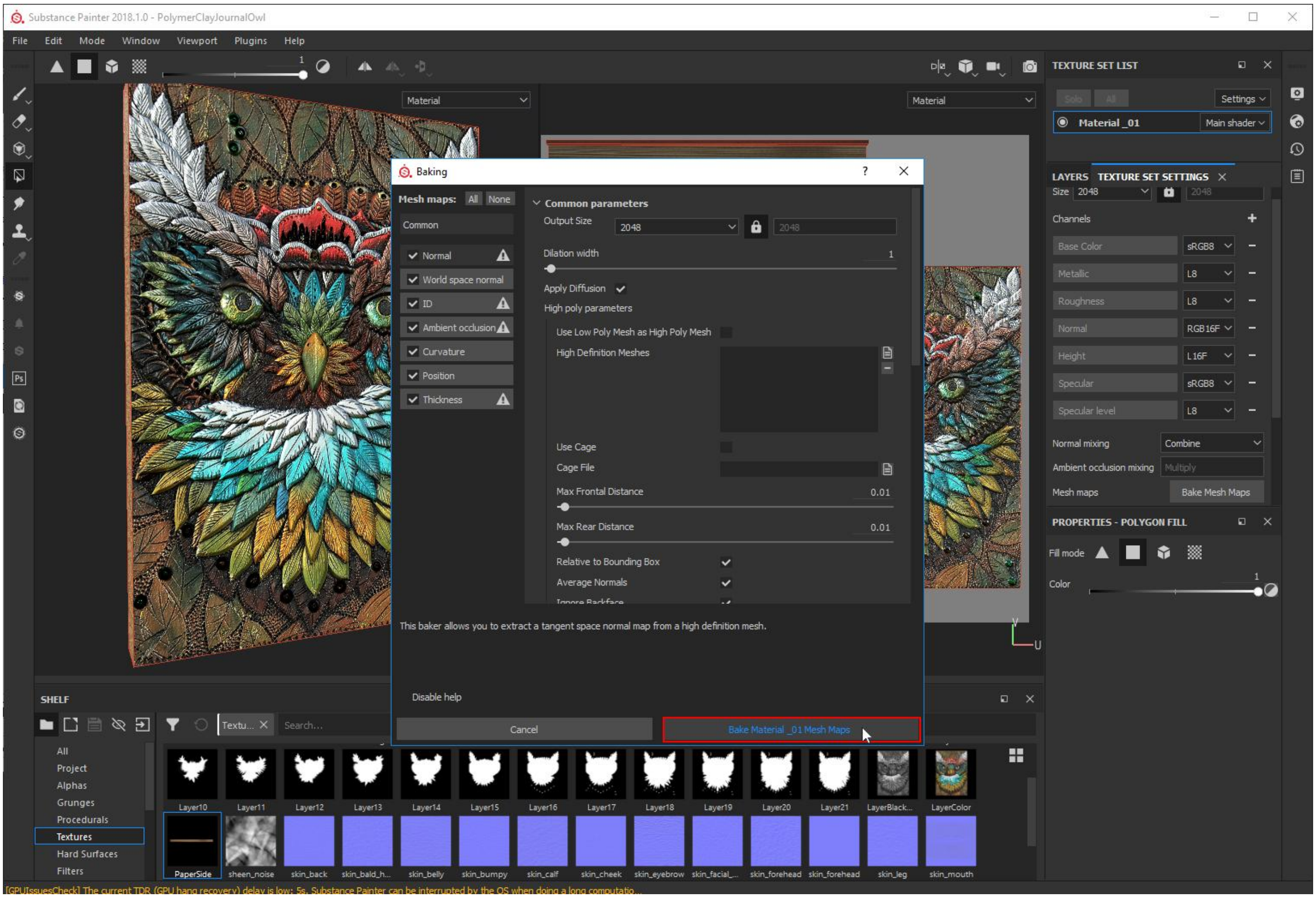
318. Adjust environment rotation, so the front more brighter



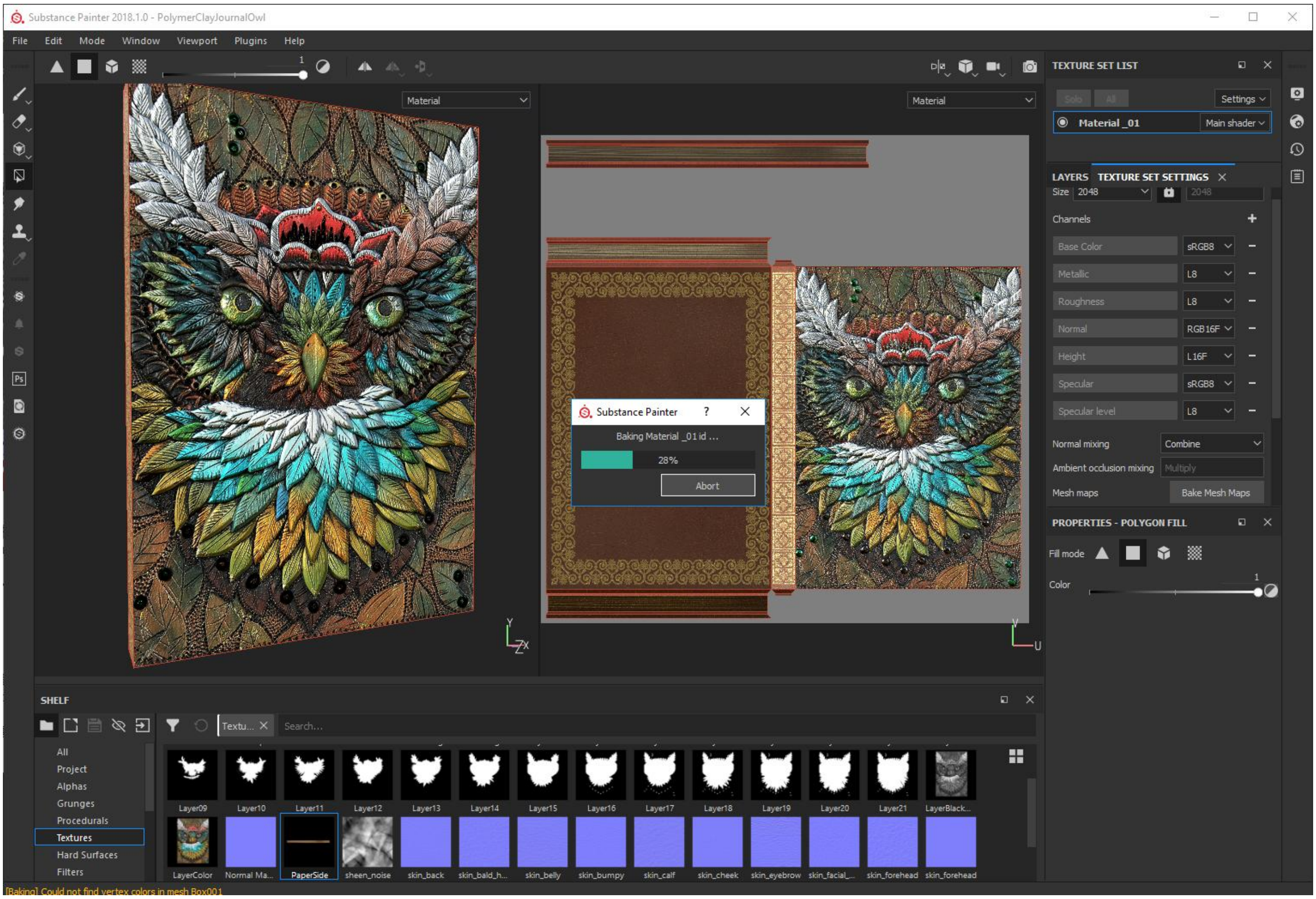
319. Click texture set settings → Bake Mesh Maps



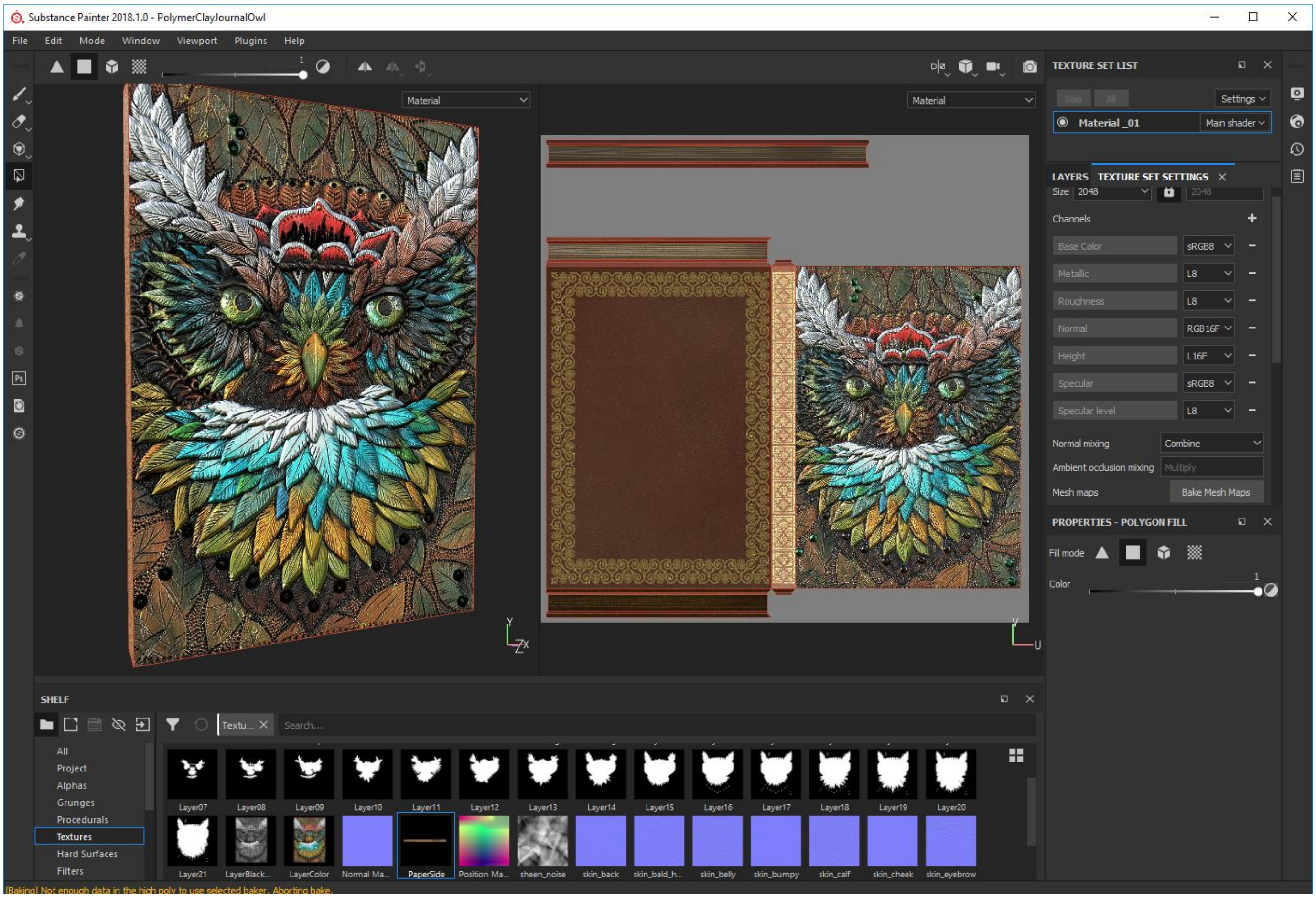
320. Bake them



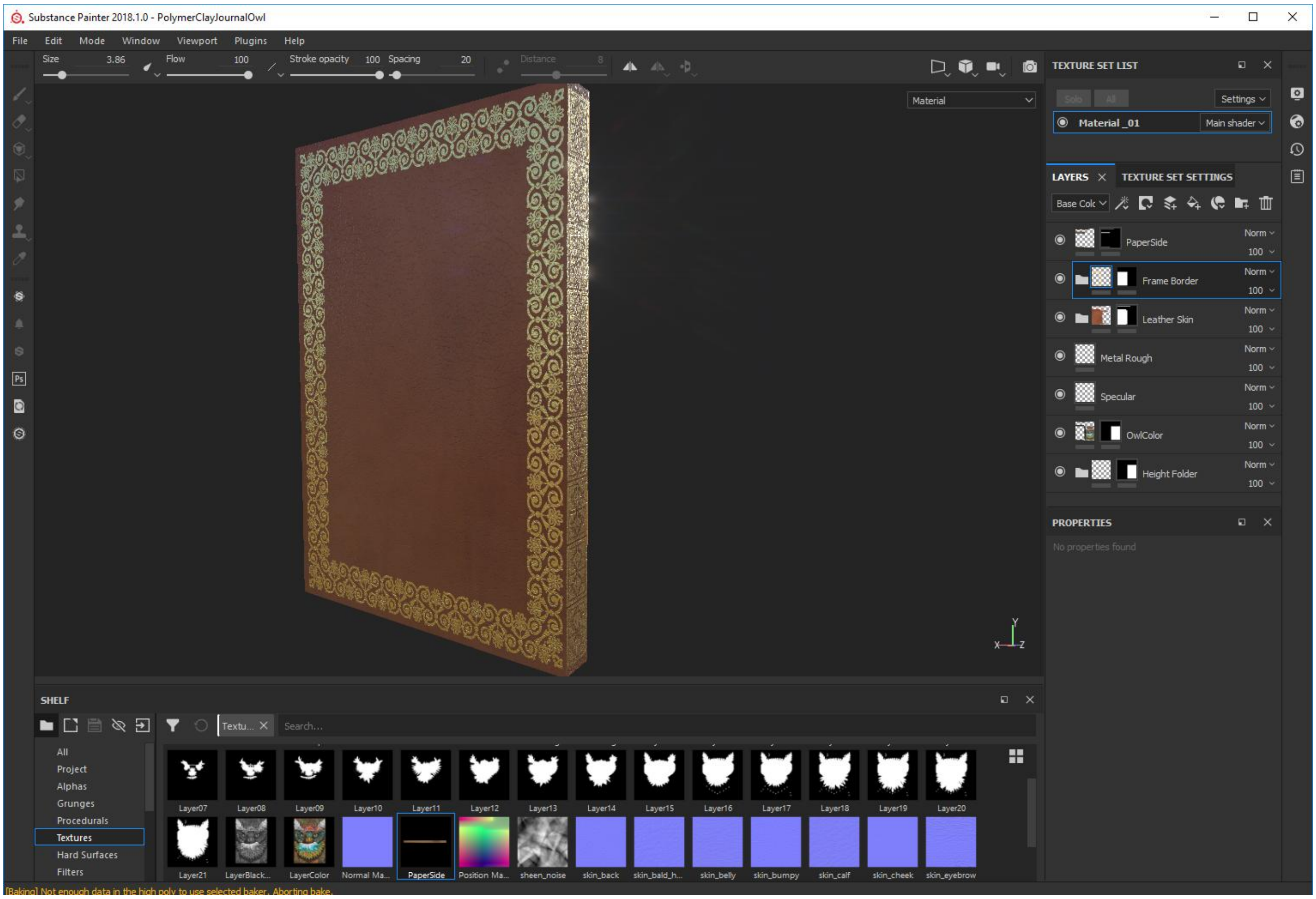
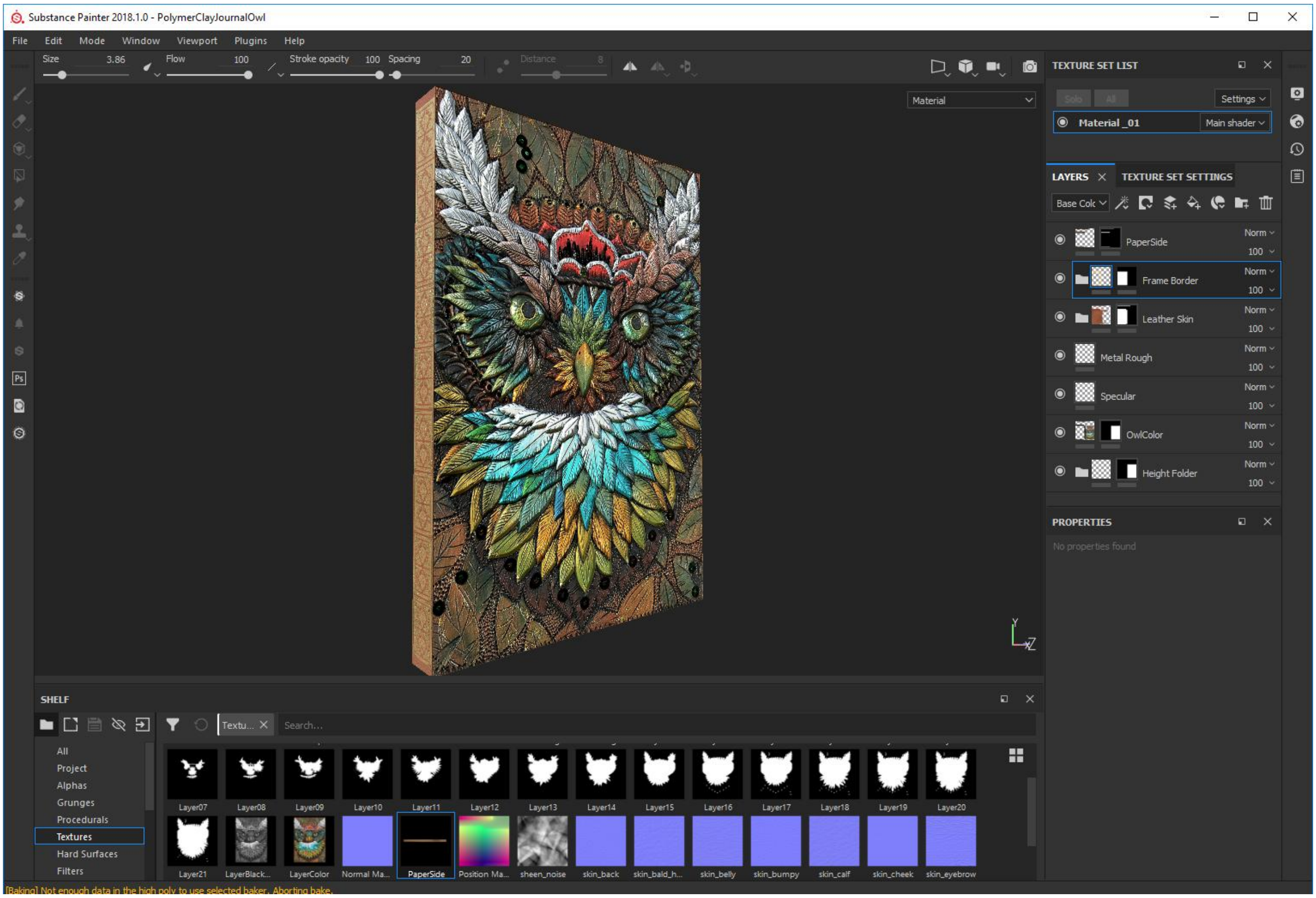
321. Baking process…



322. After finish baking



323. Done (back)



324. Done (front)